

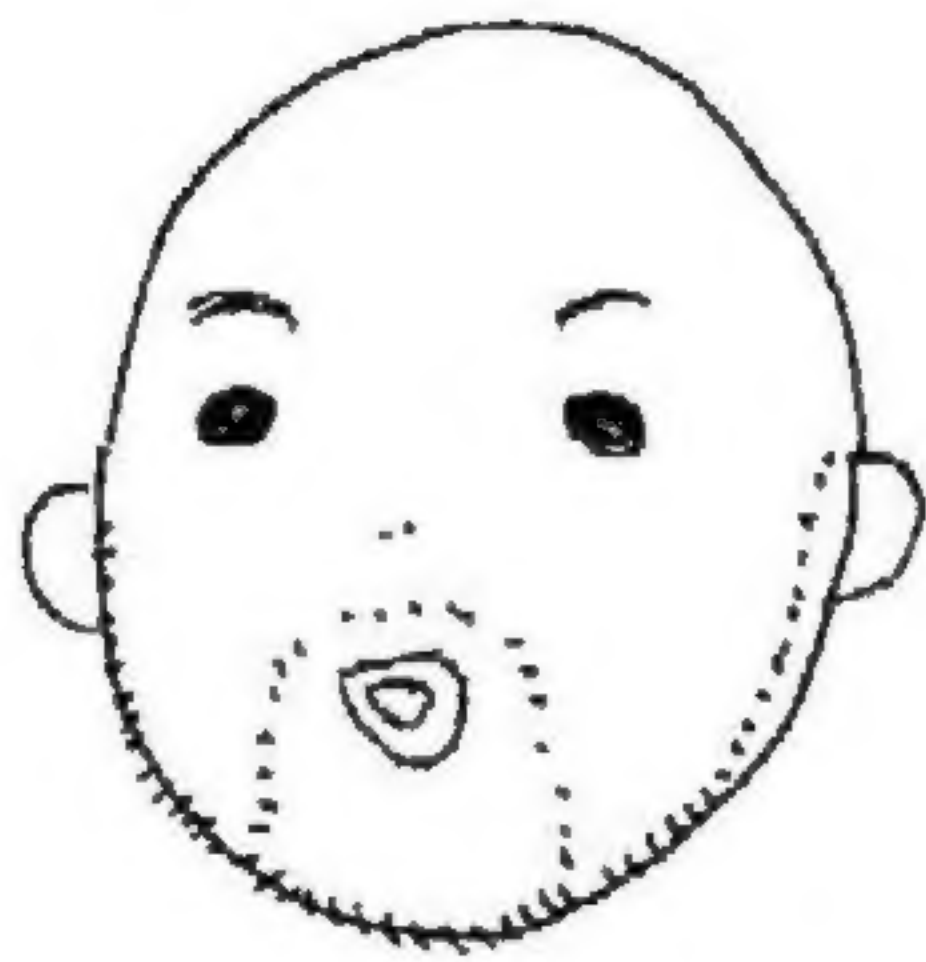


Hikaru no Go

SHONEN JUMP MANGA

Story by **Yumi Hotta** Art by **Takeshi Obata**
Supervised by **Yukari Umezawa (5 Dan)**

volume 20



Takeshi Obata

People often tell me that my self-portrait looks too much like me or that it's scary, so I tried to draw a cute one.

—Takeshi Obata

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump**'s Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.

HIKARU NO GO VOL. 20
SHONEN JUMP Manga Edition

STORY BY YUMI HOTTA
ART BY TAKESHI OBATA
Supervised by YUKARI UMEZAWA (5 Dan)

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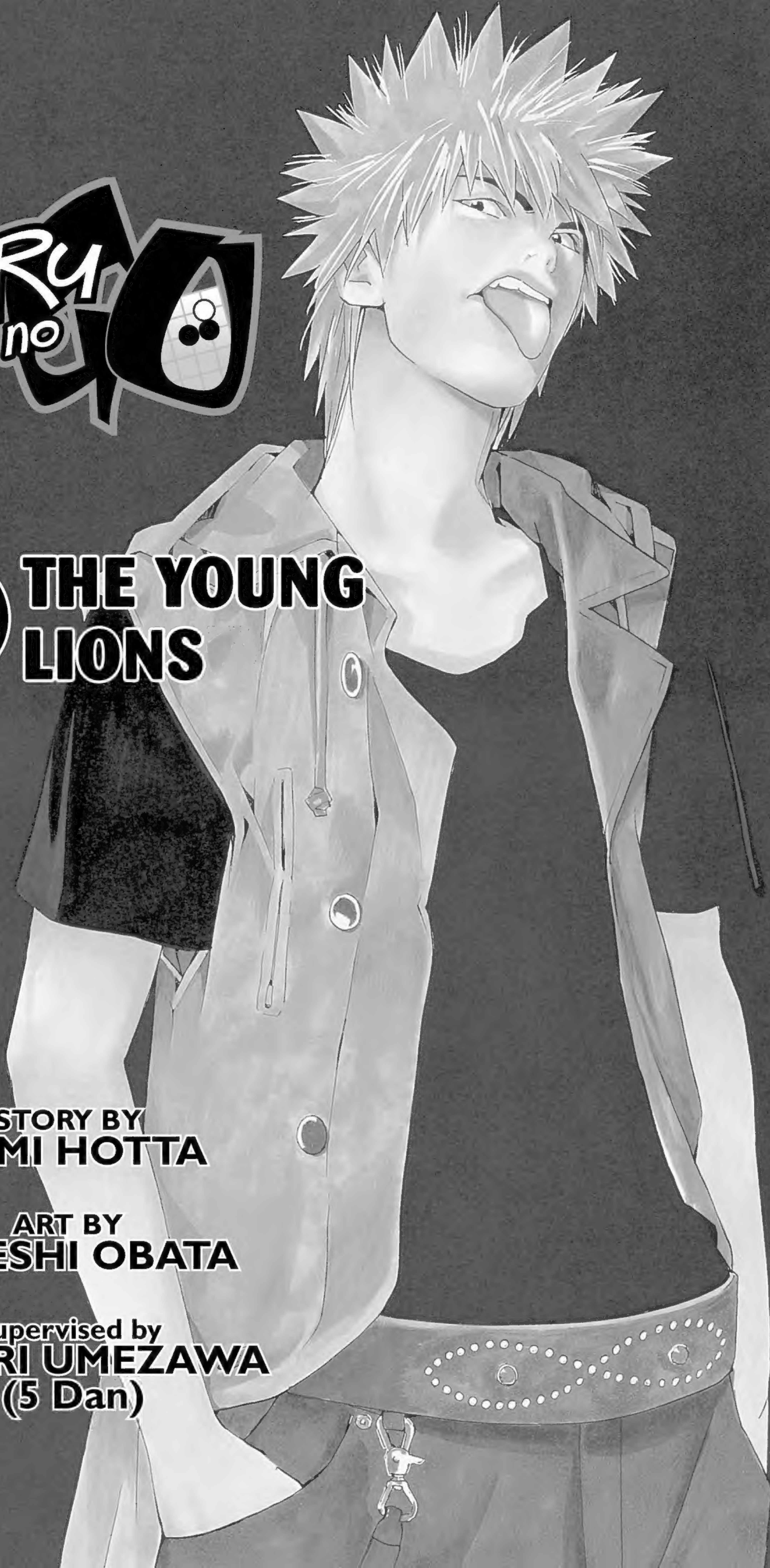


20 THE YOUNG LIONS

**STORY BY
YUMI HOTTA**

**ART BY
TAKESHI OBATA**

**Supervised by
YUKARI UMEZAWA
(5 Dan)**



CHARACTERS_{VOL.20}

● Hikaru Shindo ●



● Shinichiro Isumi ●



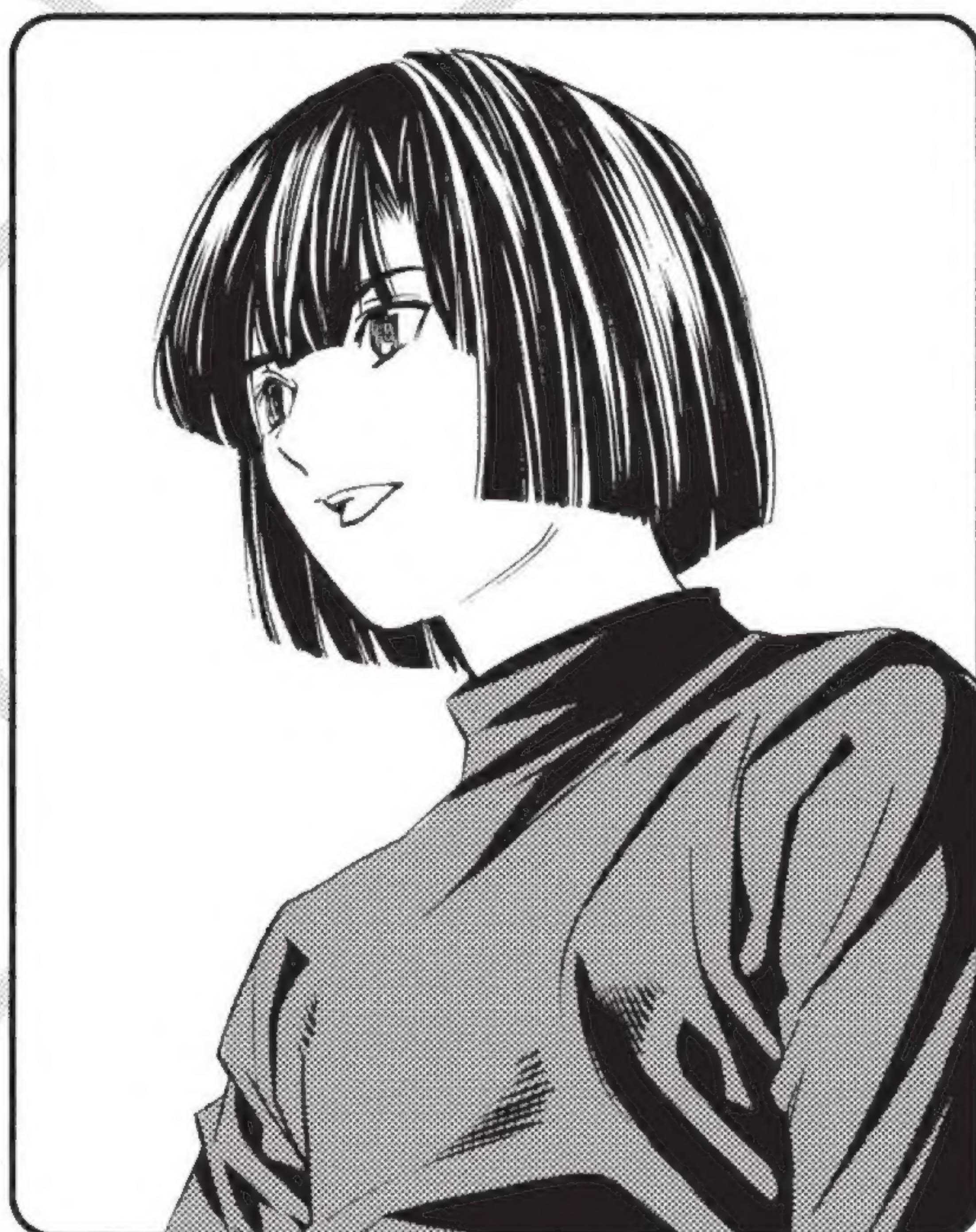
● Jūgan Ogata ●

Character Introductions

● Kosuke Ono ●



● Yoshitaka Waya ●



● Akira Toya ●

Story Thus Far

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of the game inspires Hikaru, as does a meeting with the child prodigy Akira Toya—son of go master Toya Meijin.

Hikaru turns pro and finally stands on the same playing field as Akira, slowly but surely improving his skills. Then he hears of an international team tournament for Japanese, Chinese, and Korean go players age 18 and under called the Hokuto Cup. Of the three places on the Japanese team, Akira has attained one, leaving two spots vacant. Hikaru puts more spirit into his training in preparation for the qualifying matches to be held in four months. In his first match against a high-ranking player, Hikaru faces Gokiso 7 dan, a man who disgraced the reputation of Hon'inbo Shusaku by passing off a fake signature as real. Hikaru defeats him with a calm, solid game of go. Then, on his way to the Japan Go Association to watch Isumi's Shinshodan match, Hikaru runs into Kadowaki, a player who passed the pro test this year along with Isumi. Having lost to Hikaru before, Kadowaki wants another chance to play him. The two sit down for a rematch. How will the game unfold...?!



● Atsushi Kurata ●



● Toshinori Honda ●



● Ko Yong Ha ●



● Morishita 9 dan ●



● Suyong Hong ●



● Tatsuhiko Kadowaki ●



● Akari Fujisaki ●



● Koji Saeki ●

CONTENTS

20

GAME 157 A Memory	7
GAME 158 Tengen for the First Move	27
GAME 159 Kansai Go Association	51
GAME 160 One Faltering Moment	71
GAME 161 The Young Lions	95
GAME 162 Graduation	115
GAME 163 Who's on the Team?	137
GAME 164 Yashiro vs. Hikaru	157
GAME 165 Tengen on the Second Move	181

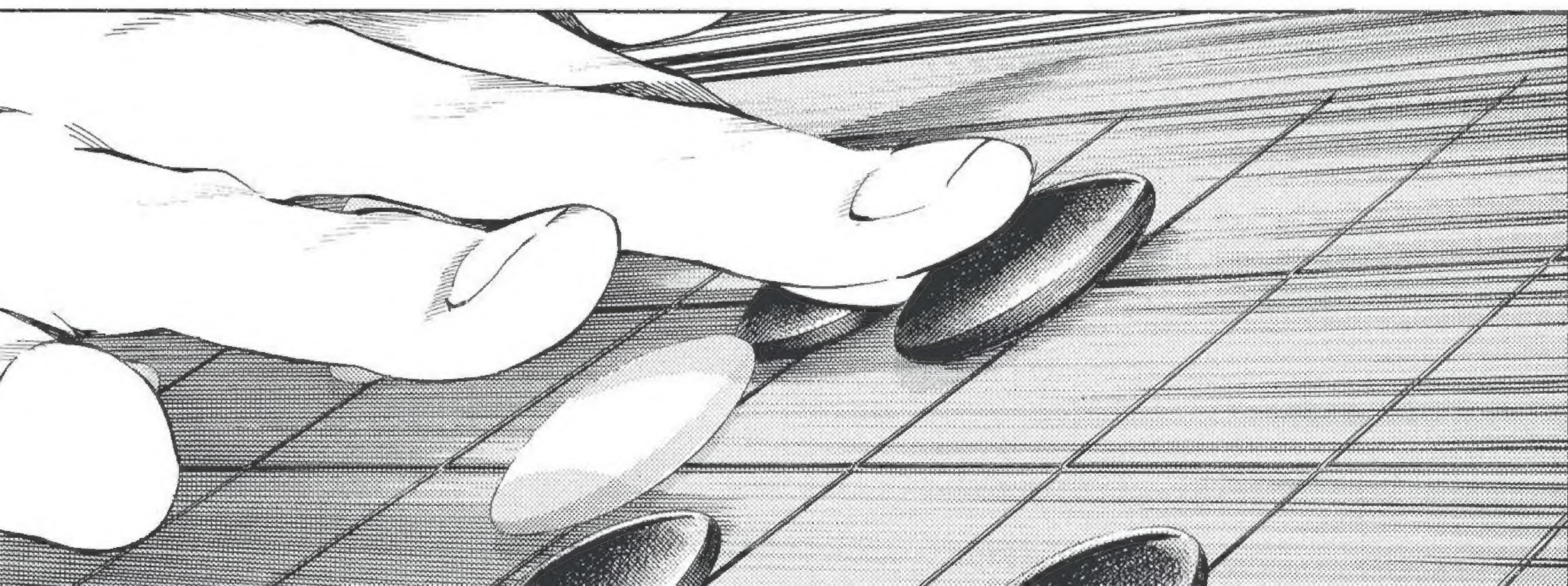


IT'S NO
GOOD!



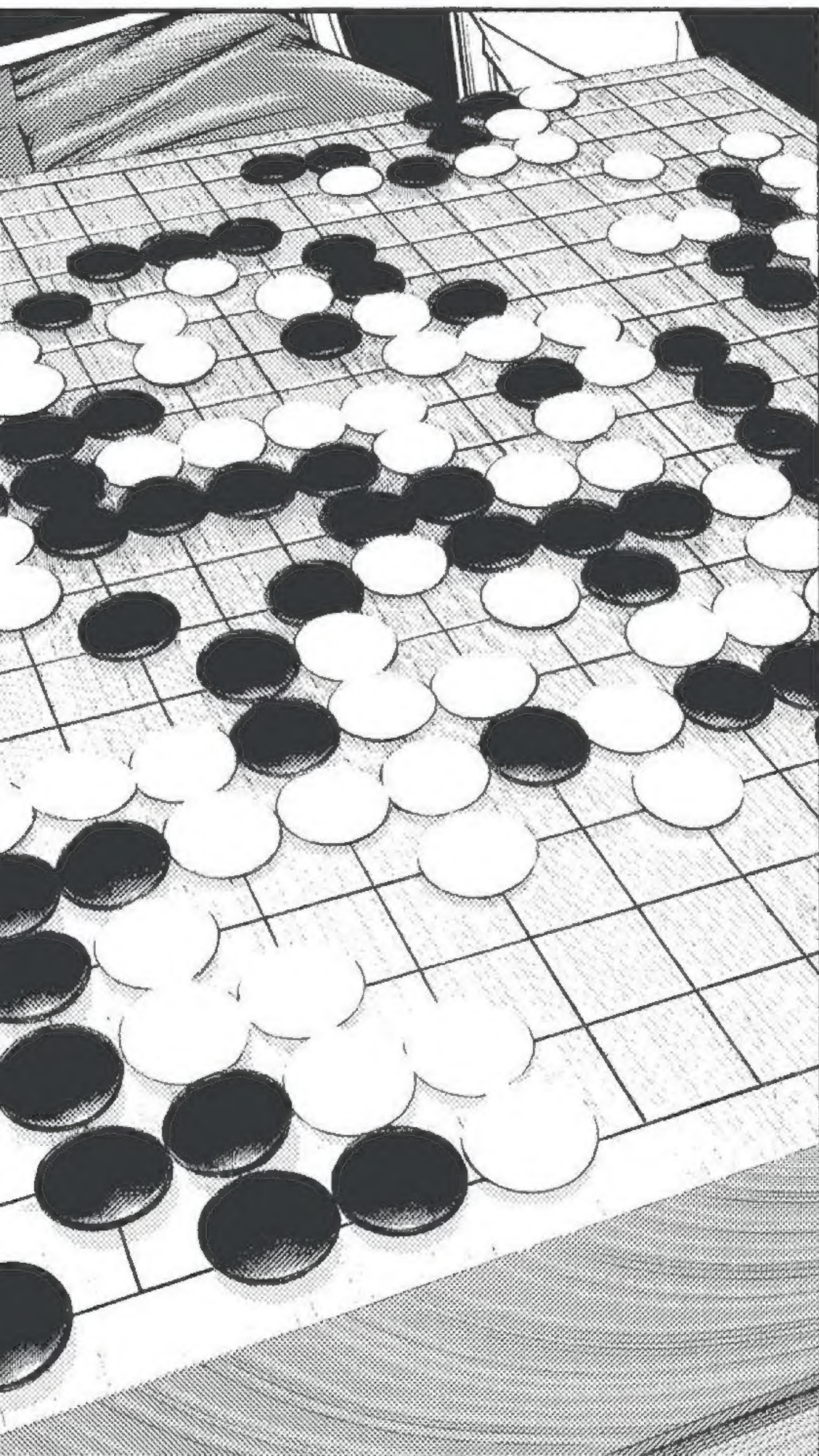
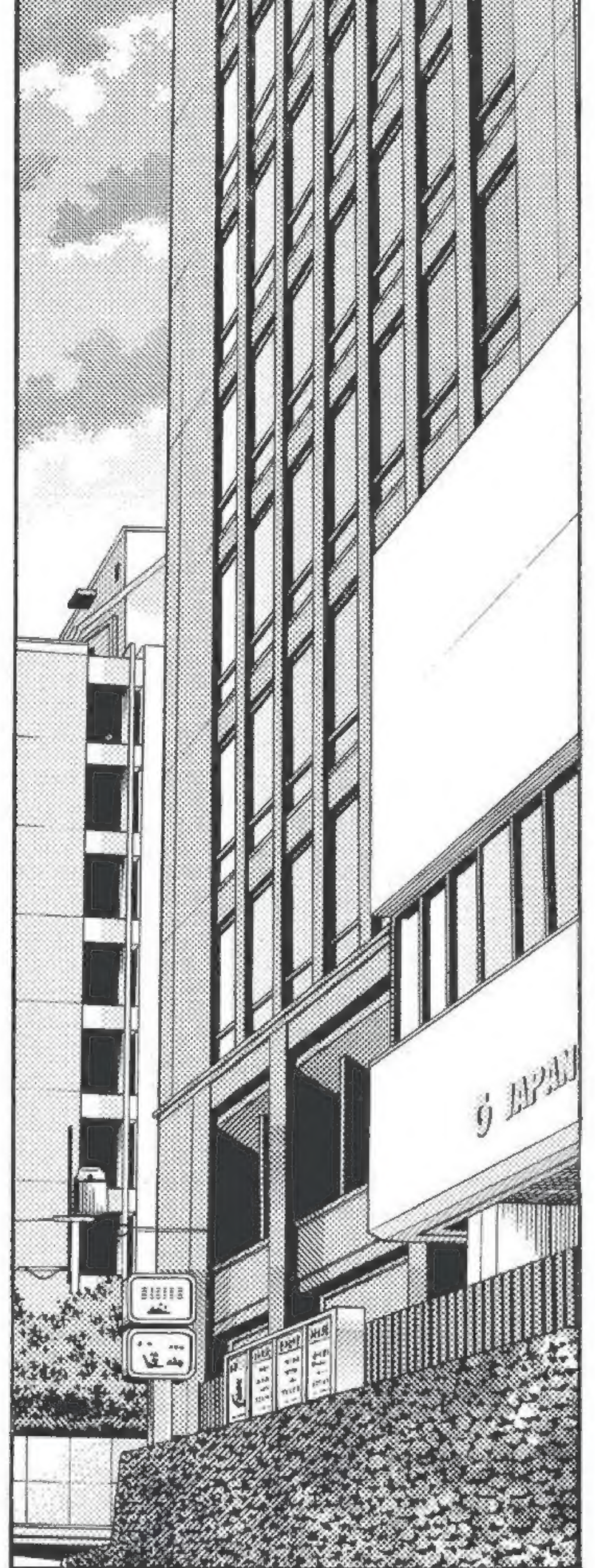
HE'S
GOING TO
BEAT ME!

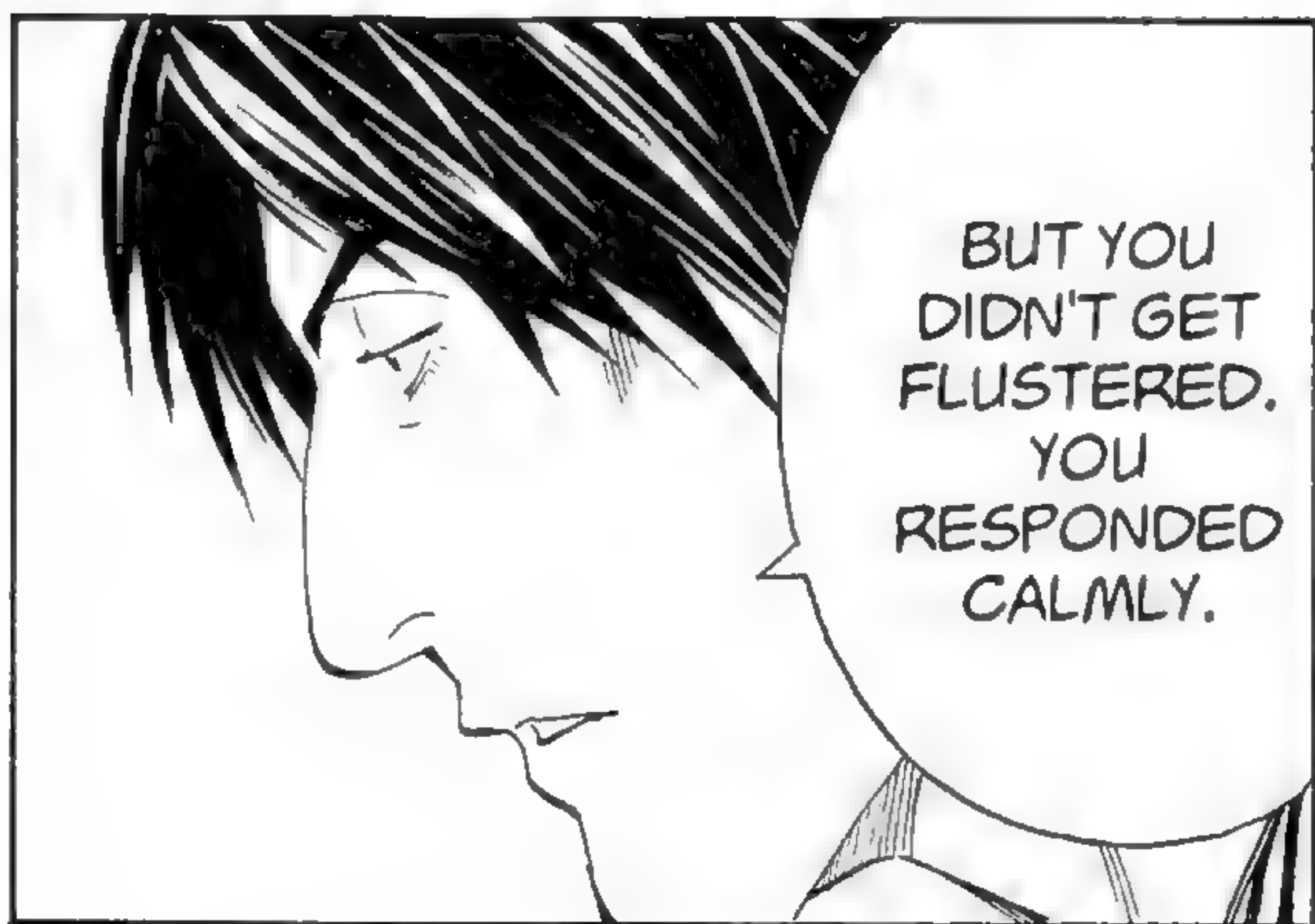
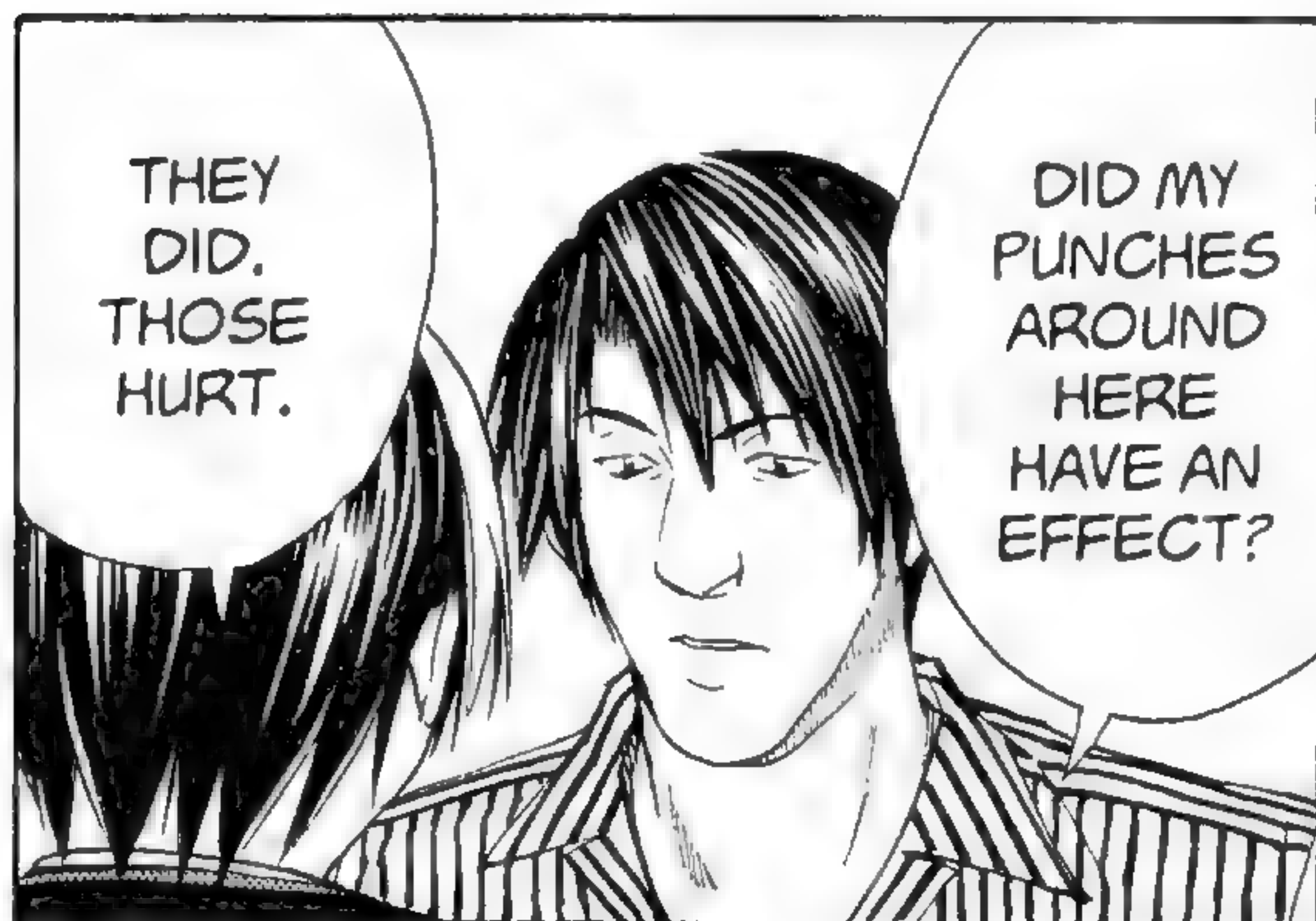
Game 157 "A Memory"

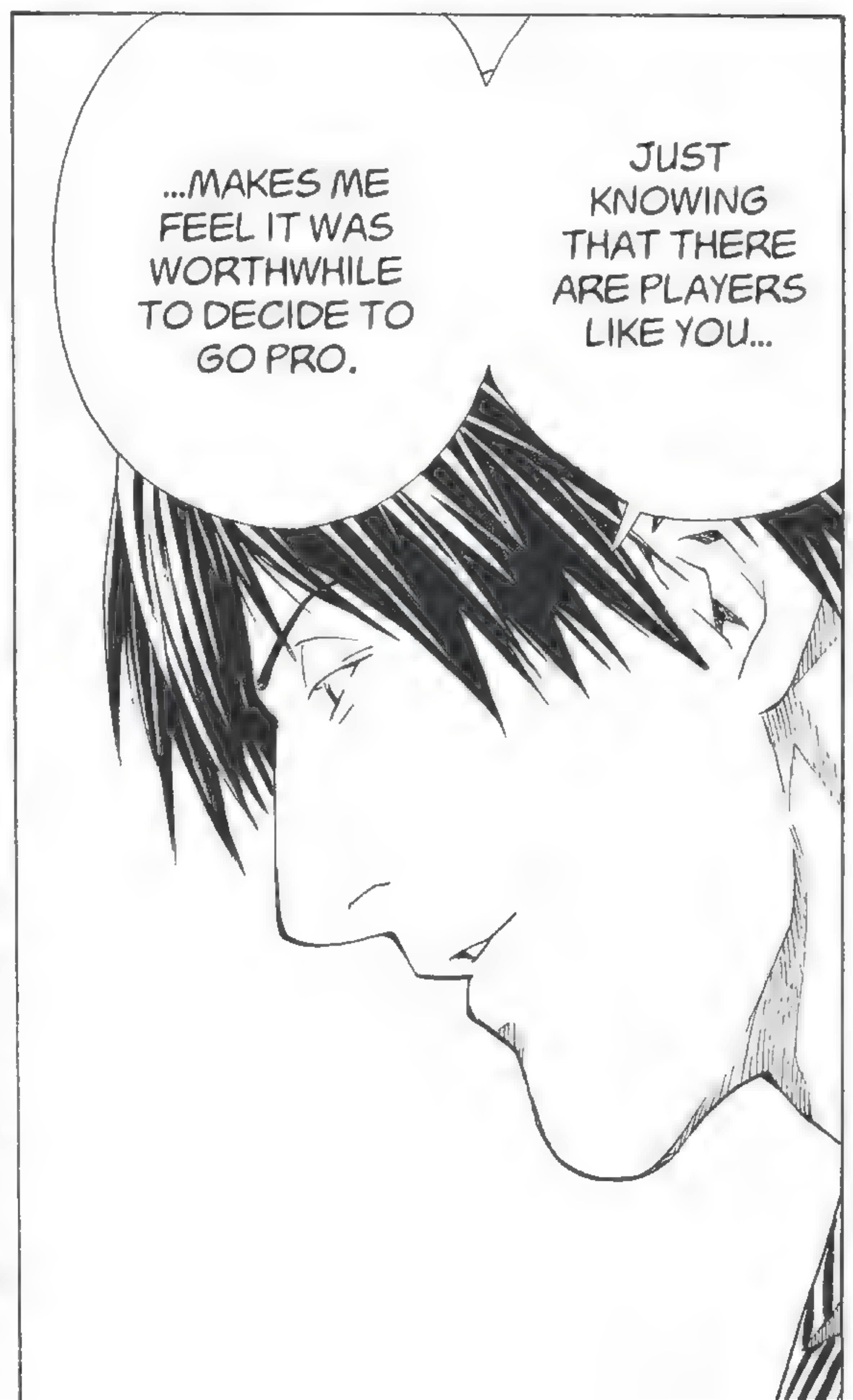


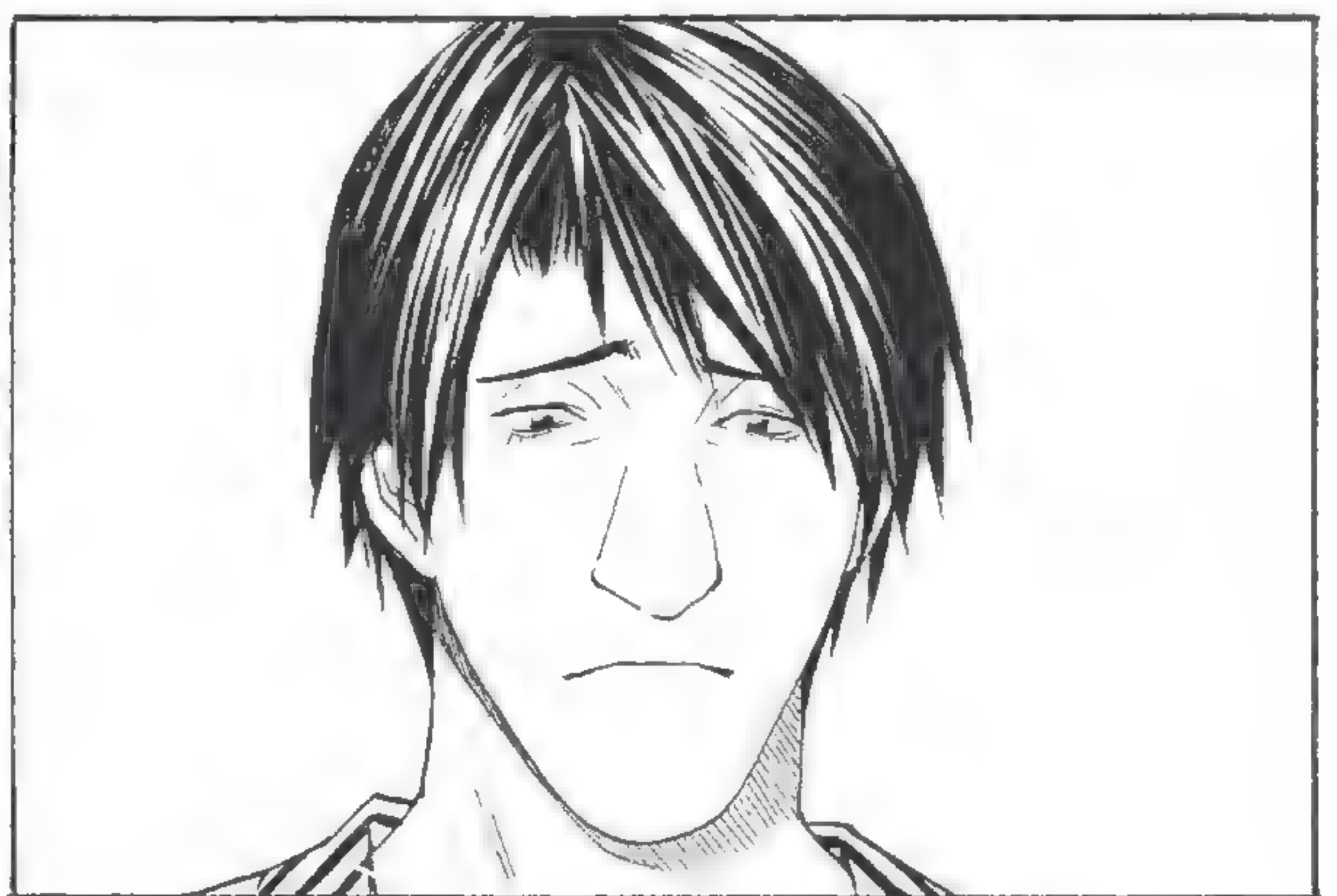
Game 157 "A Memory"



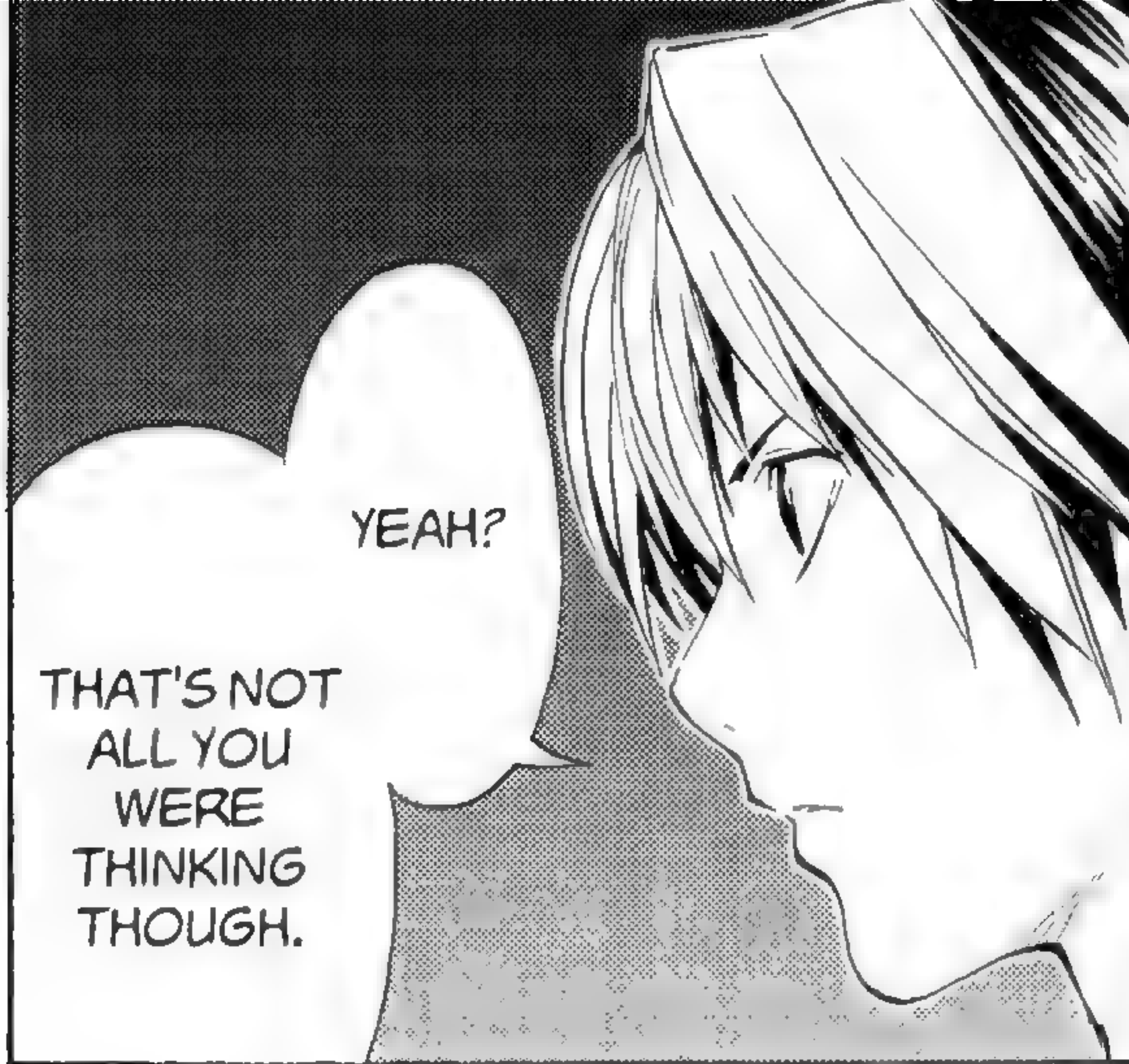






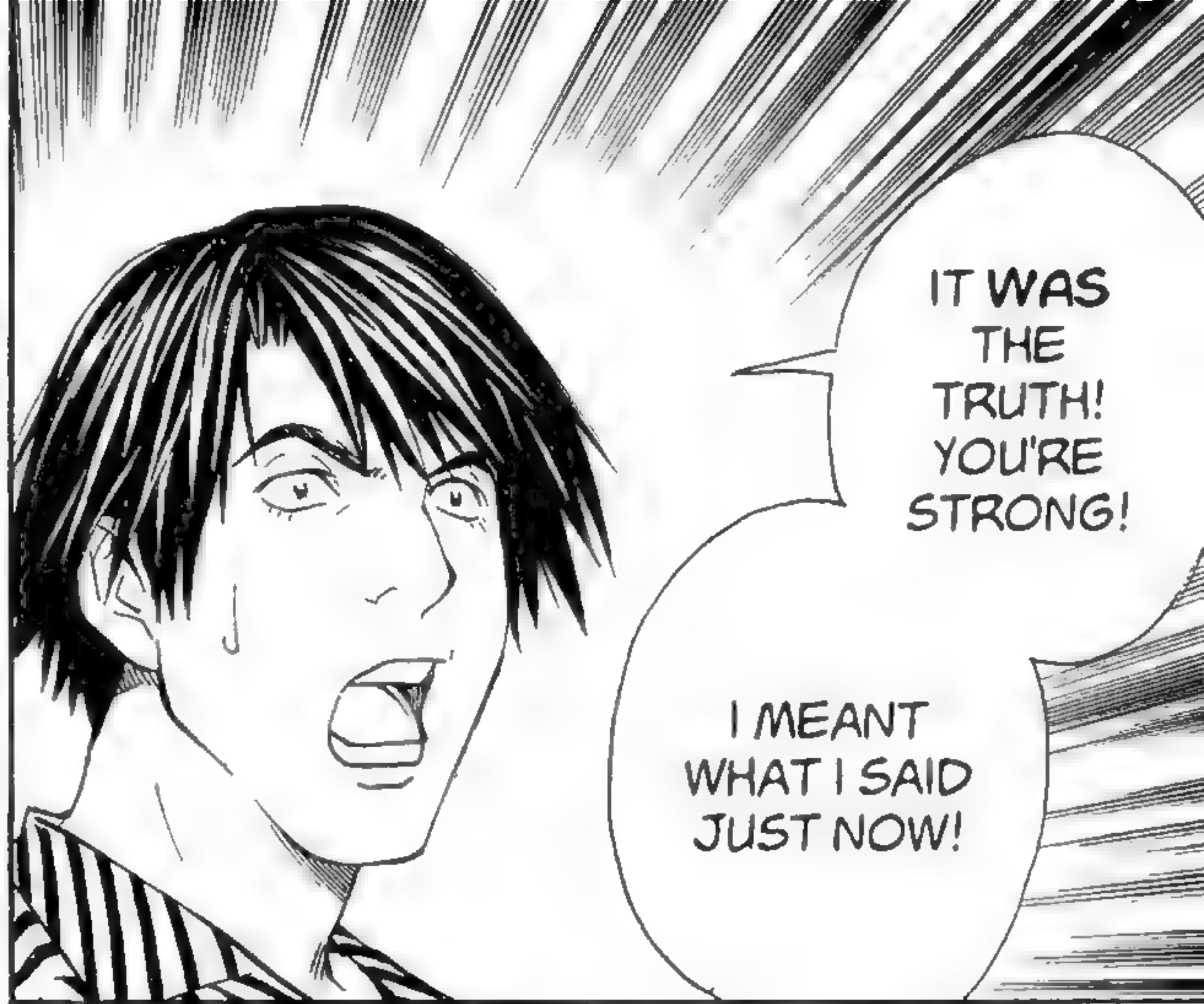






YEAH?

THAT'S NOT
ALL YOU
WERE
THINKING
THOUGH.



IT WAS
THE
TRUTH!
YOU'RE
STRONG!

I MEANT
WHAT I SAID
JUST NOW!



...I SEEM TO
REMEMBER...
YOU WERE
EVEN
STRONGER...

...WHEN I
PLAYED
YOU
BEFORE...



...



...THINK-
ING...

UH...
WELL...
I WAS...

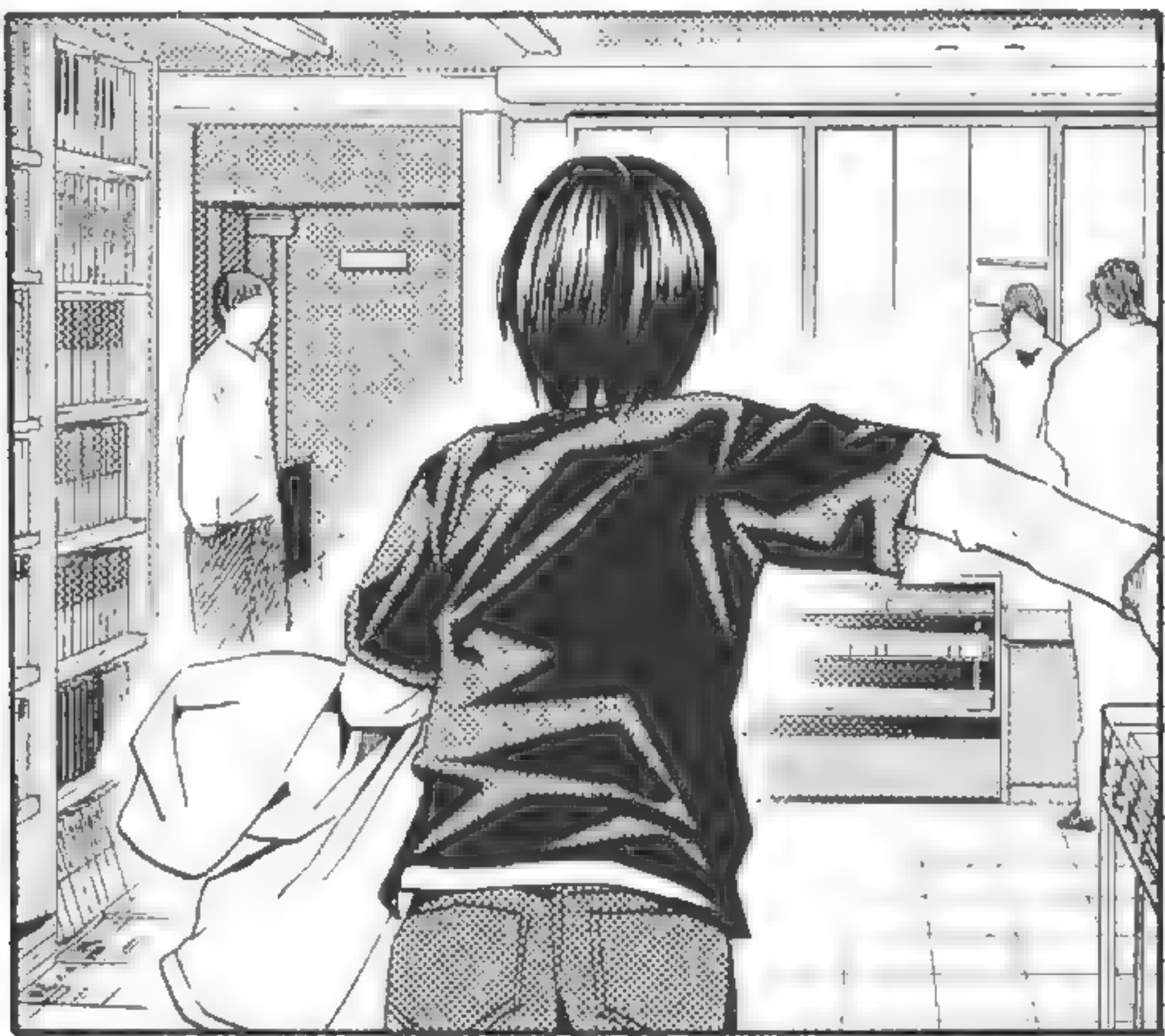


IT'S
OKAY.

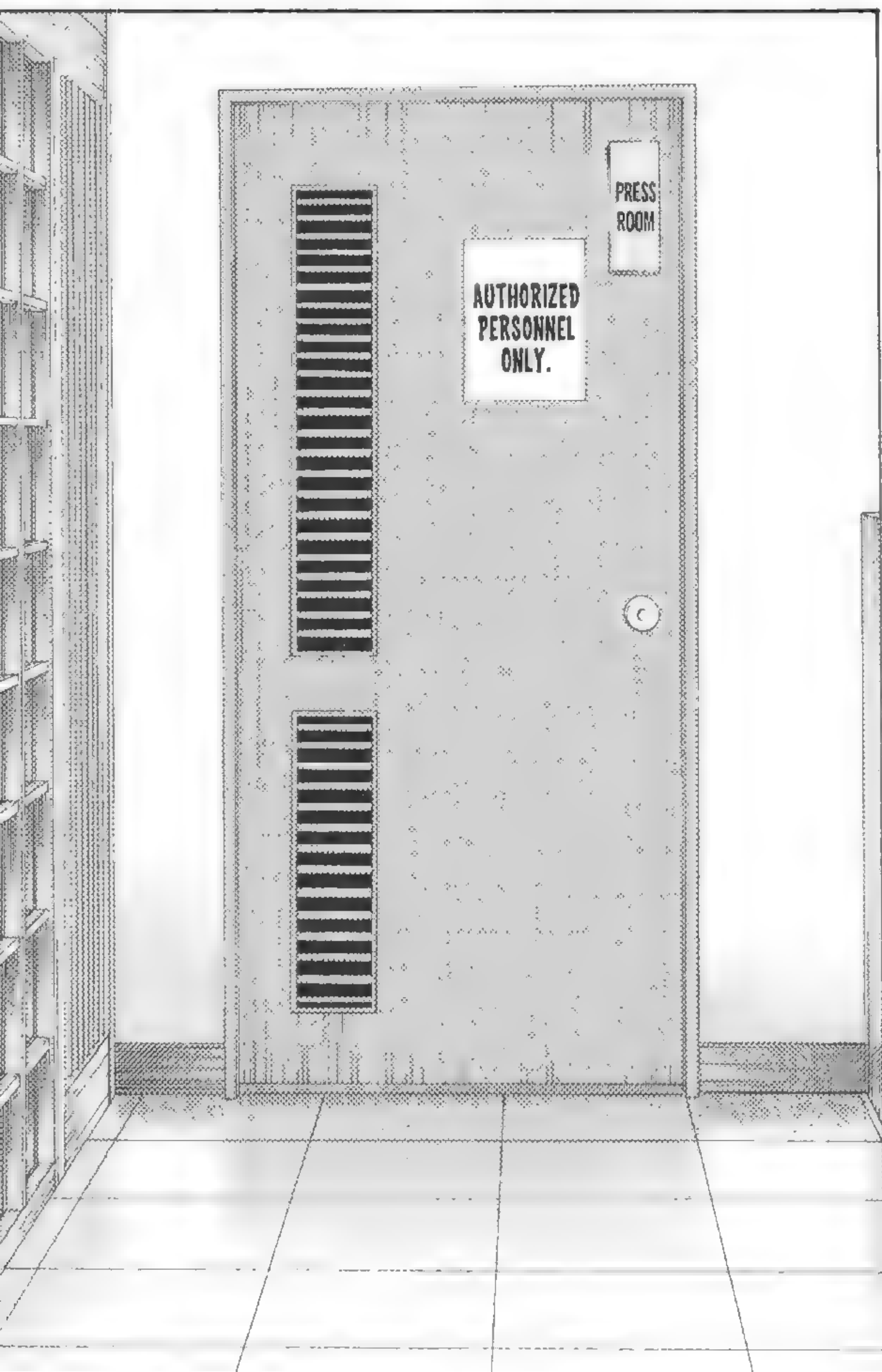


JUST
DISMISS
WHAT I
SAID.

SORRY,
FORGET
IT!



I AGREE
WITH
YOU.

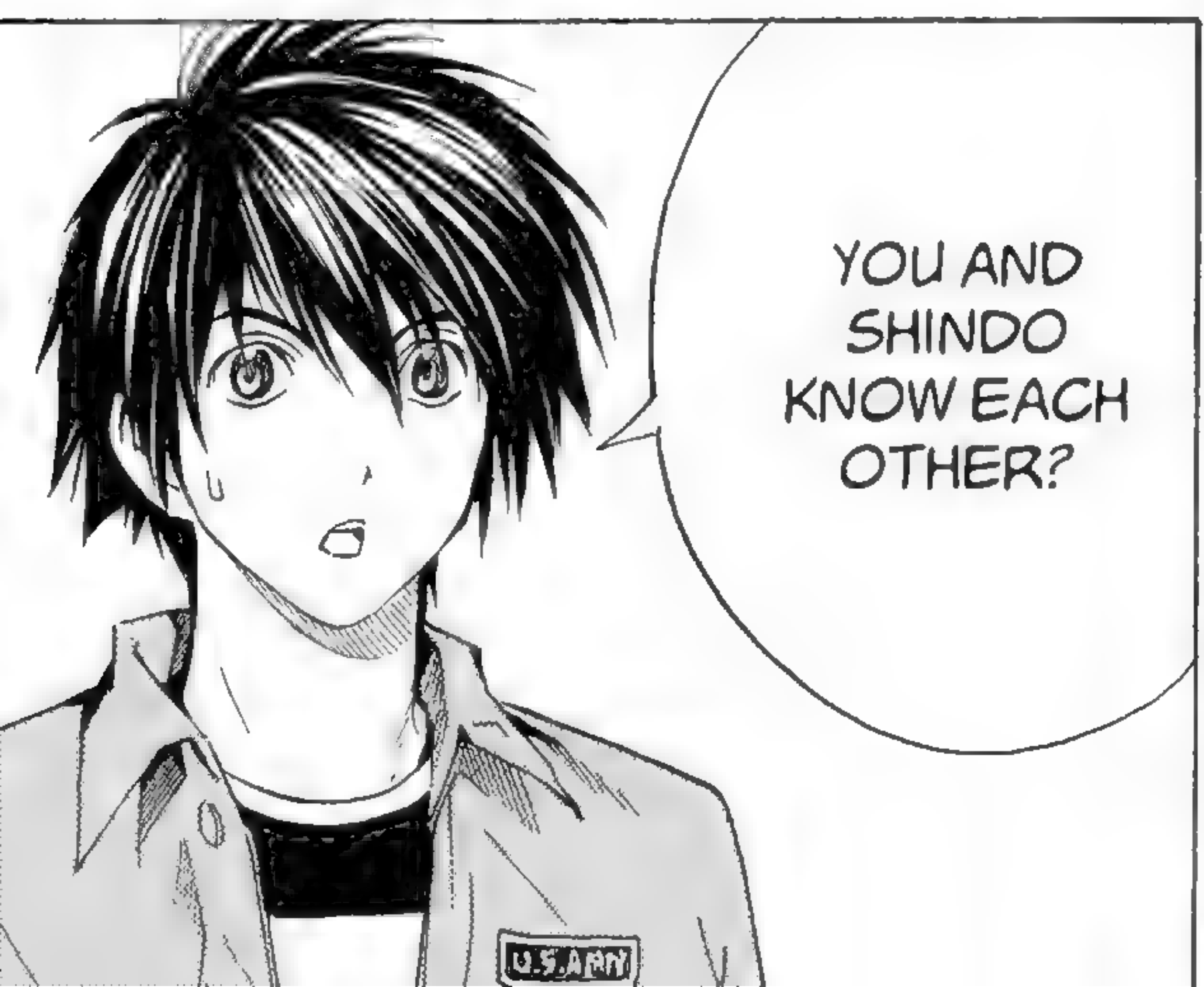
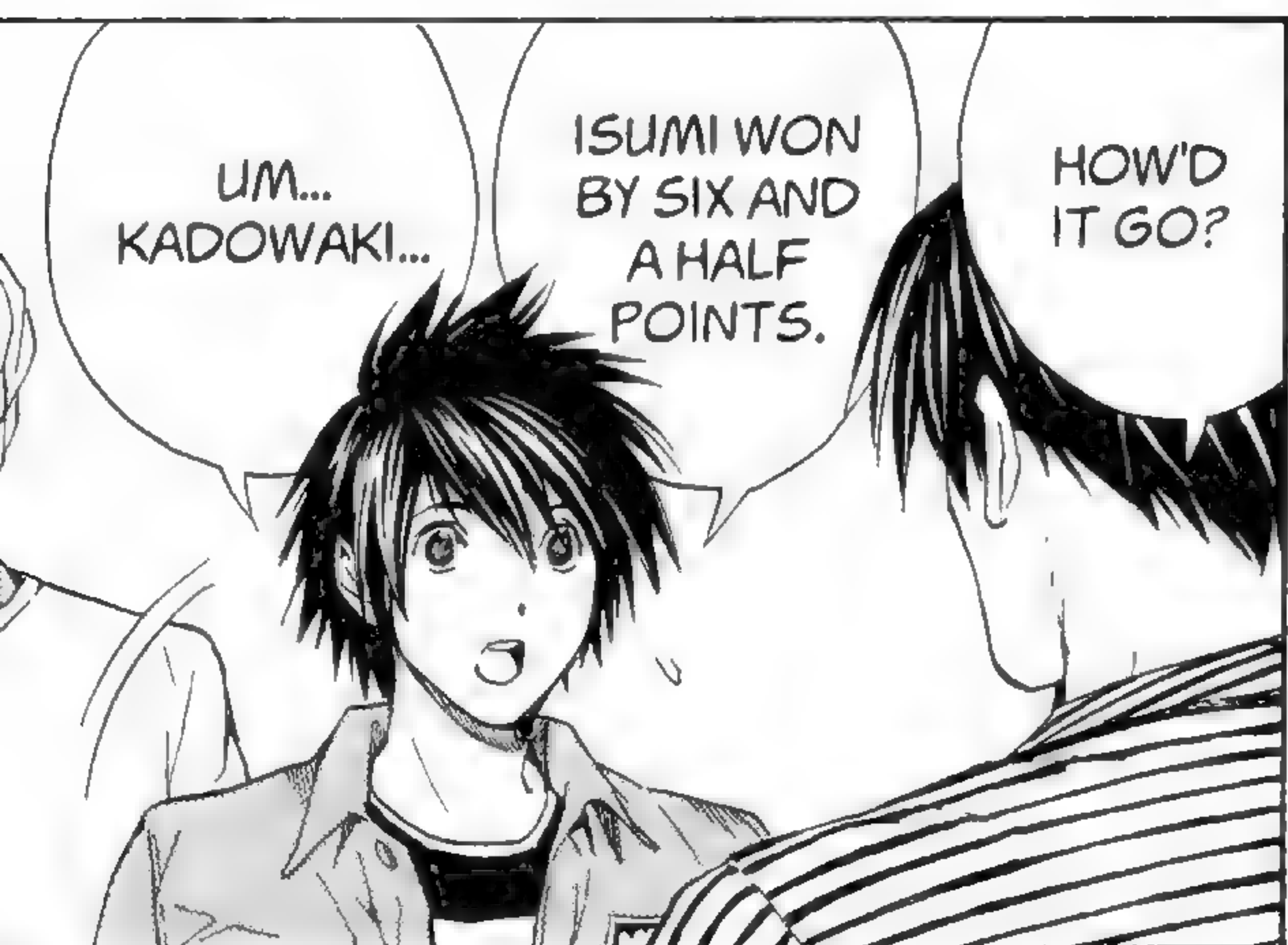


HE THINKS HE
WAS STRONGER
BEFORE AND HE'S
SMILING ABOUT IT?
HOLD ON...

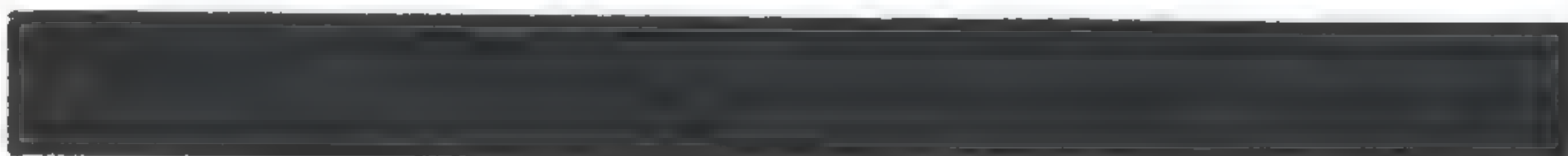
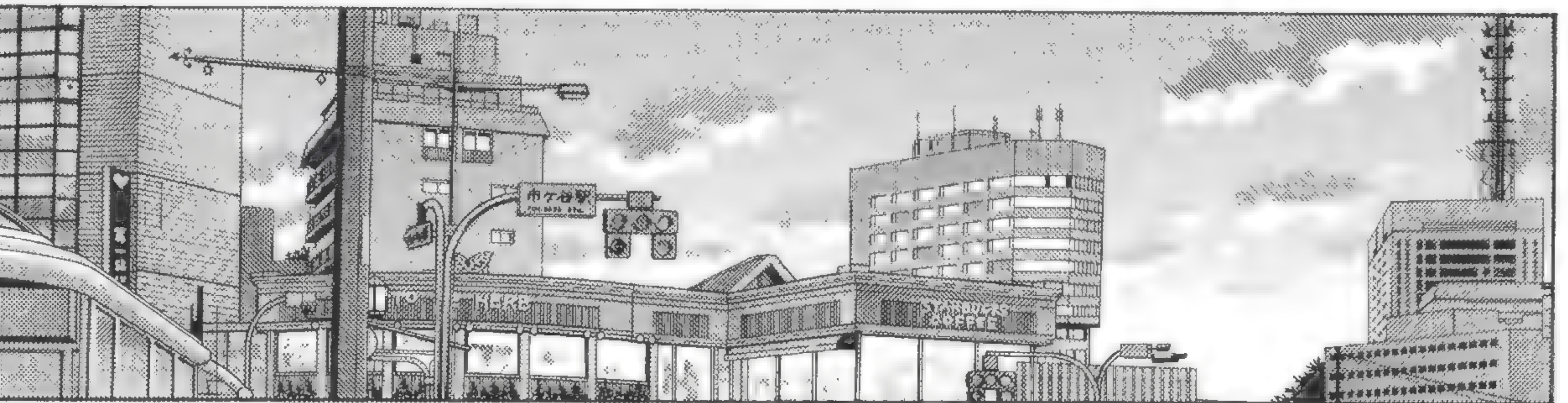
HE
AGREES
WITH
ME?

NOW I'M
GETTING ALL
CONFUSED
AGAIN.
IS THAT KID
REALLY
SOMETHING
INCREDIBLE,
OR WHAT?





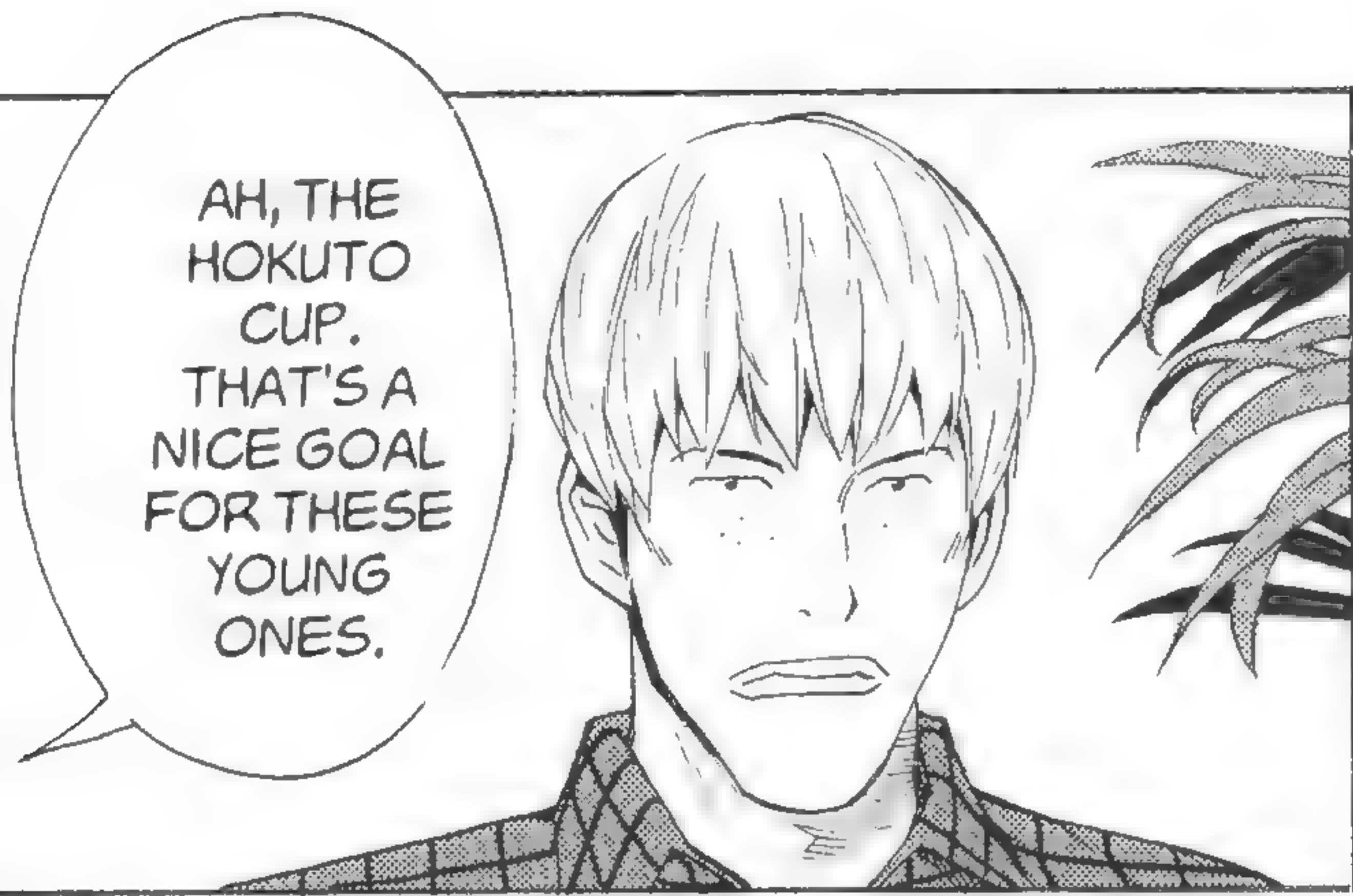


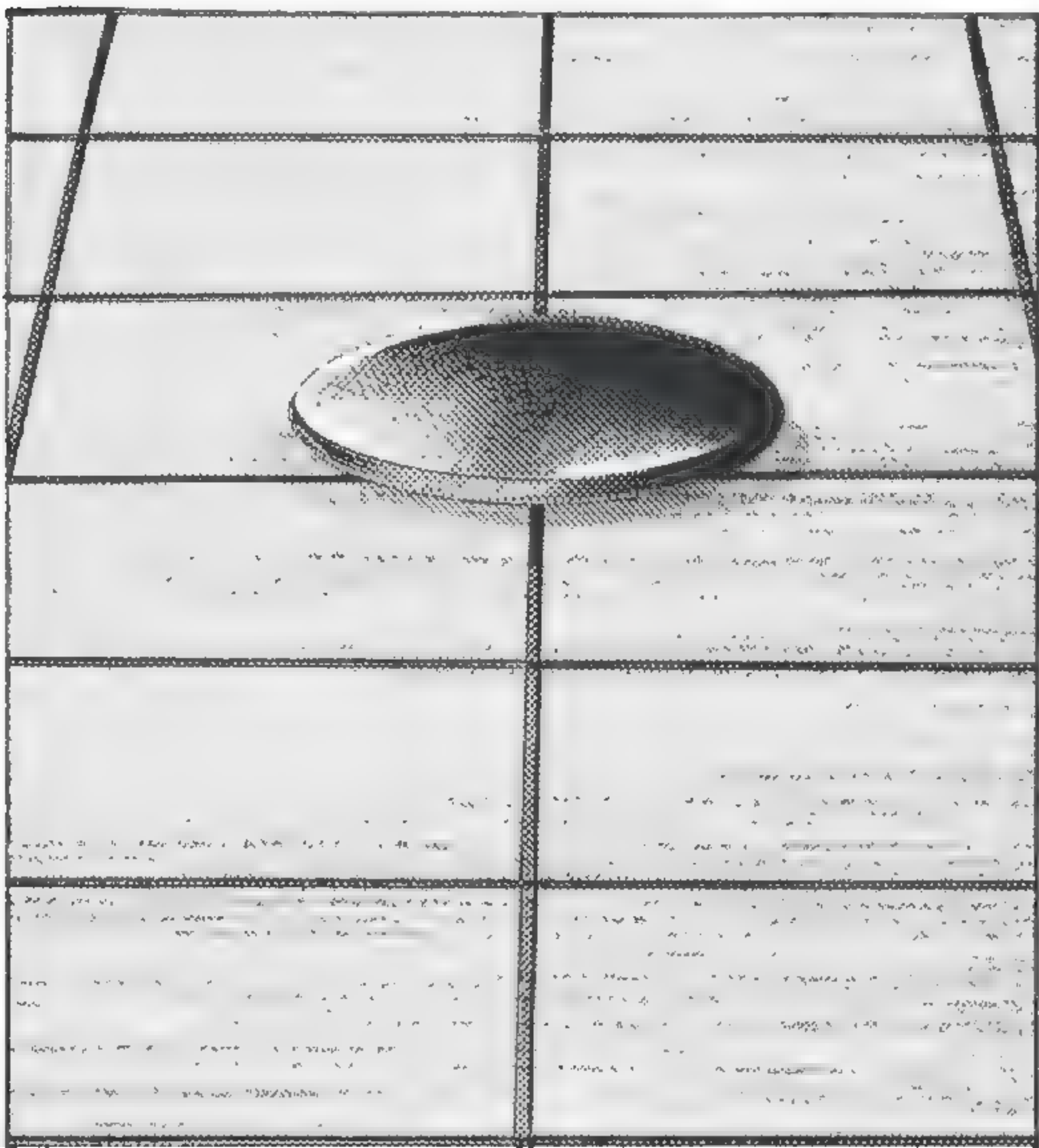
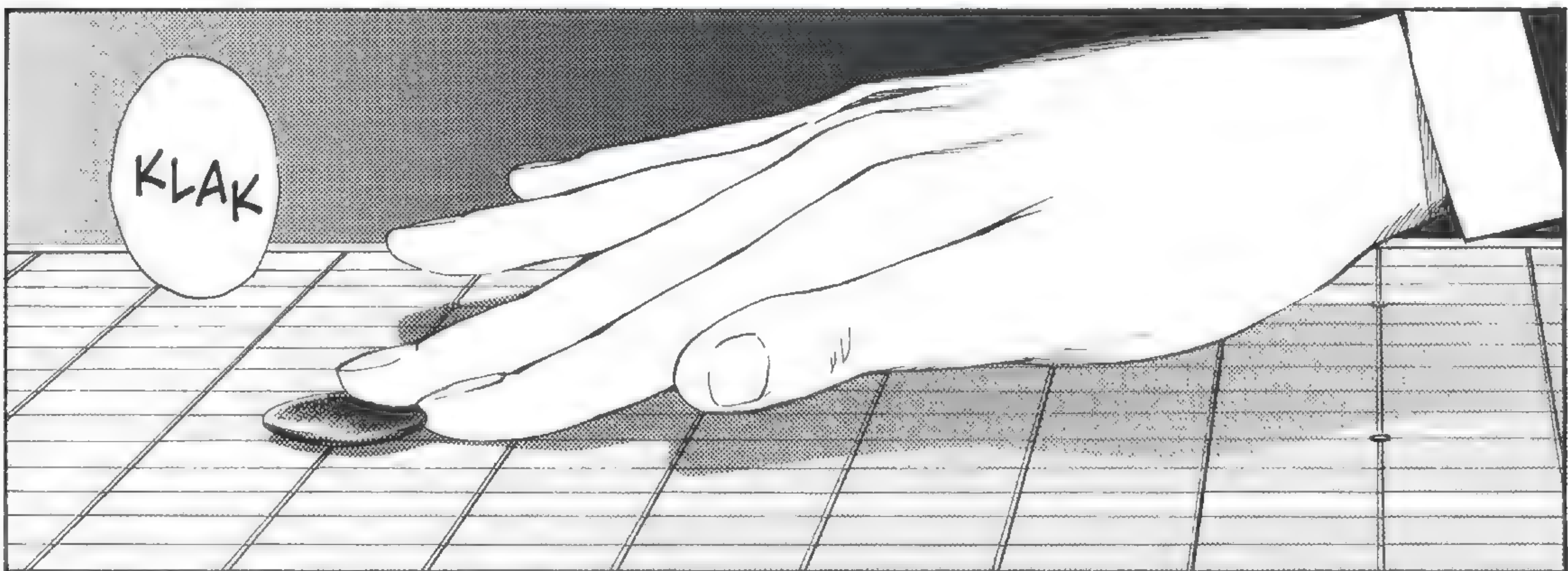
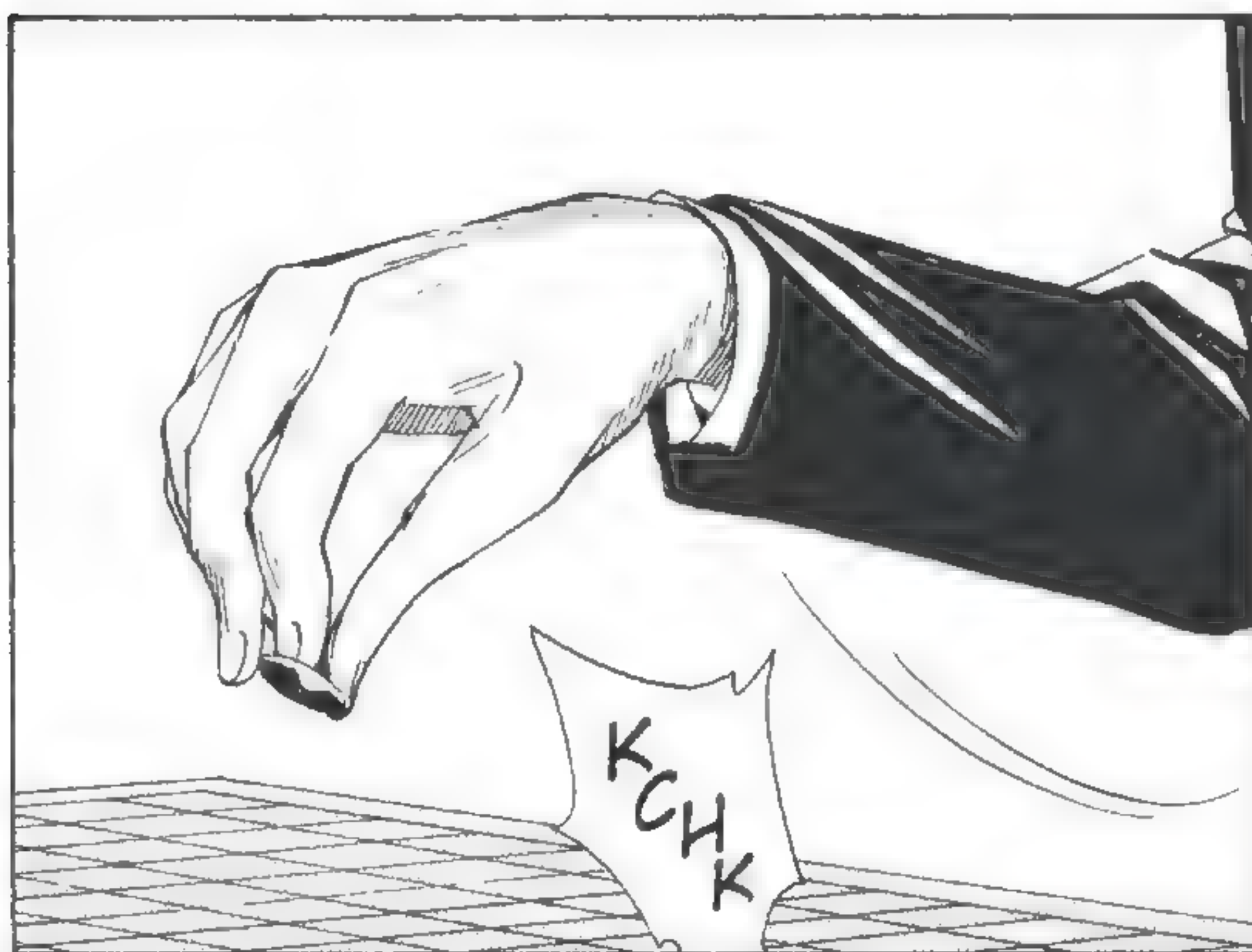














FINE!



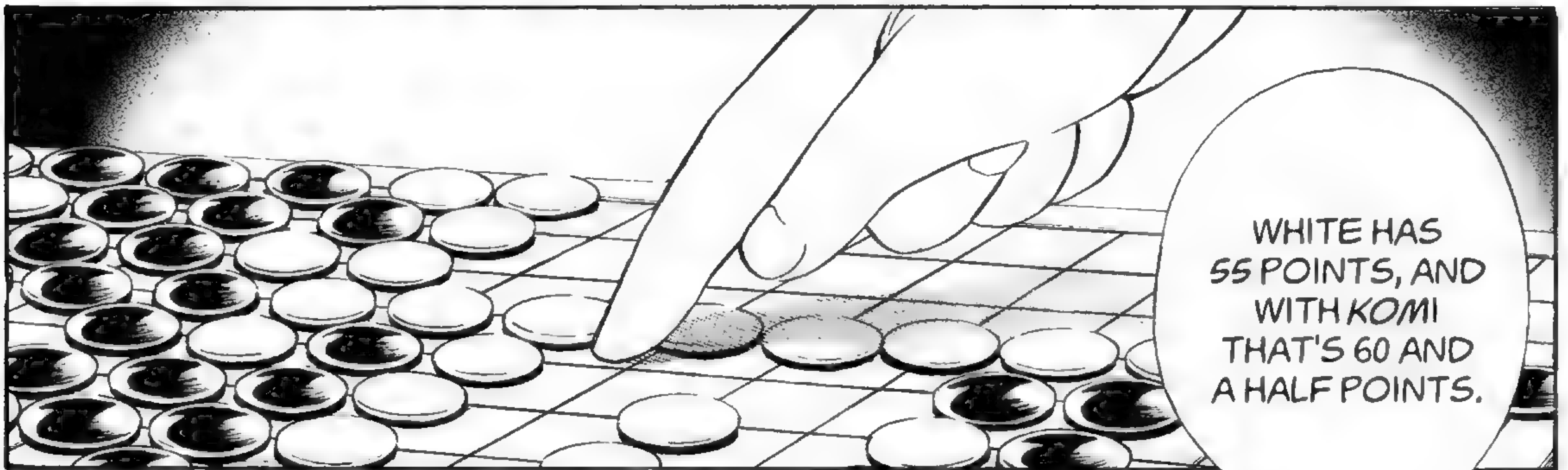
THE CENTER
POINT FOR THE
FIRST MOVE?!



I'LL TAKE
ANYTHING
YOU'VE
GOT!

A WORD ABOUT HIKARU NO GO

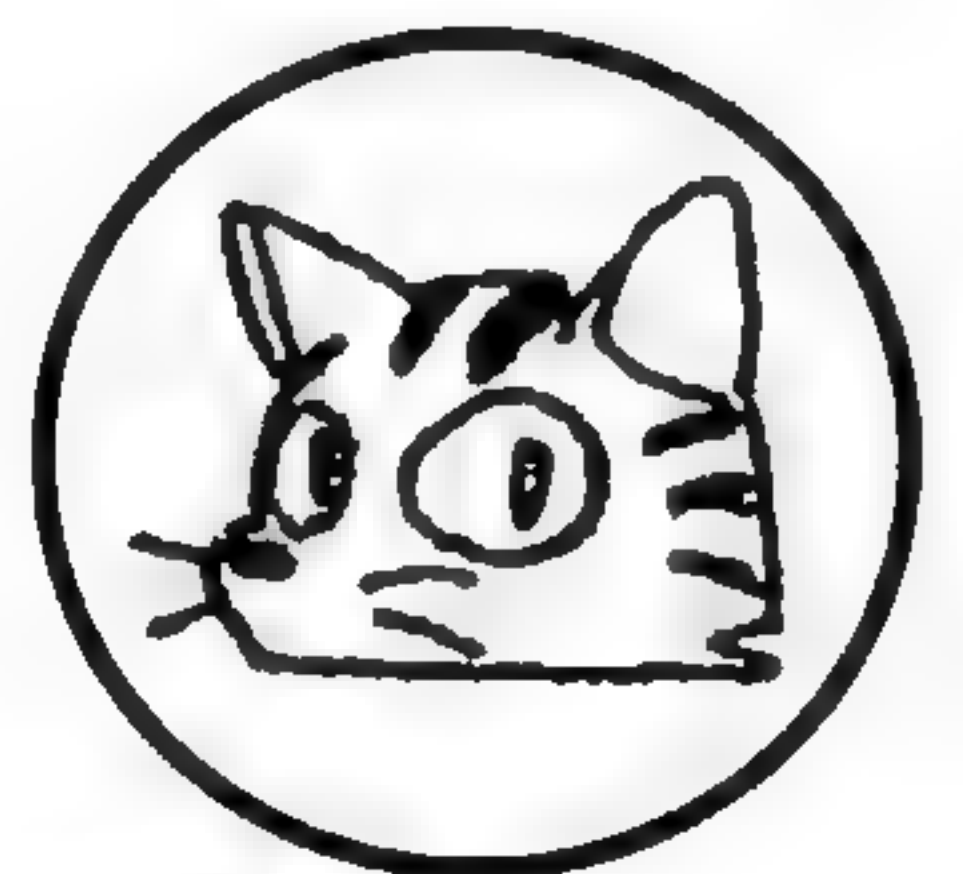
● THE EVOLVING KOMI ●



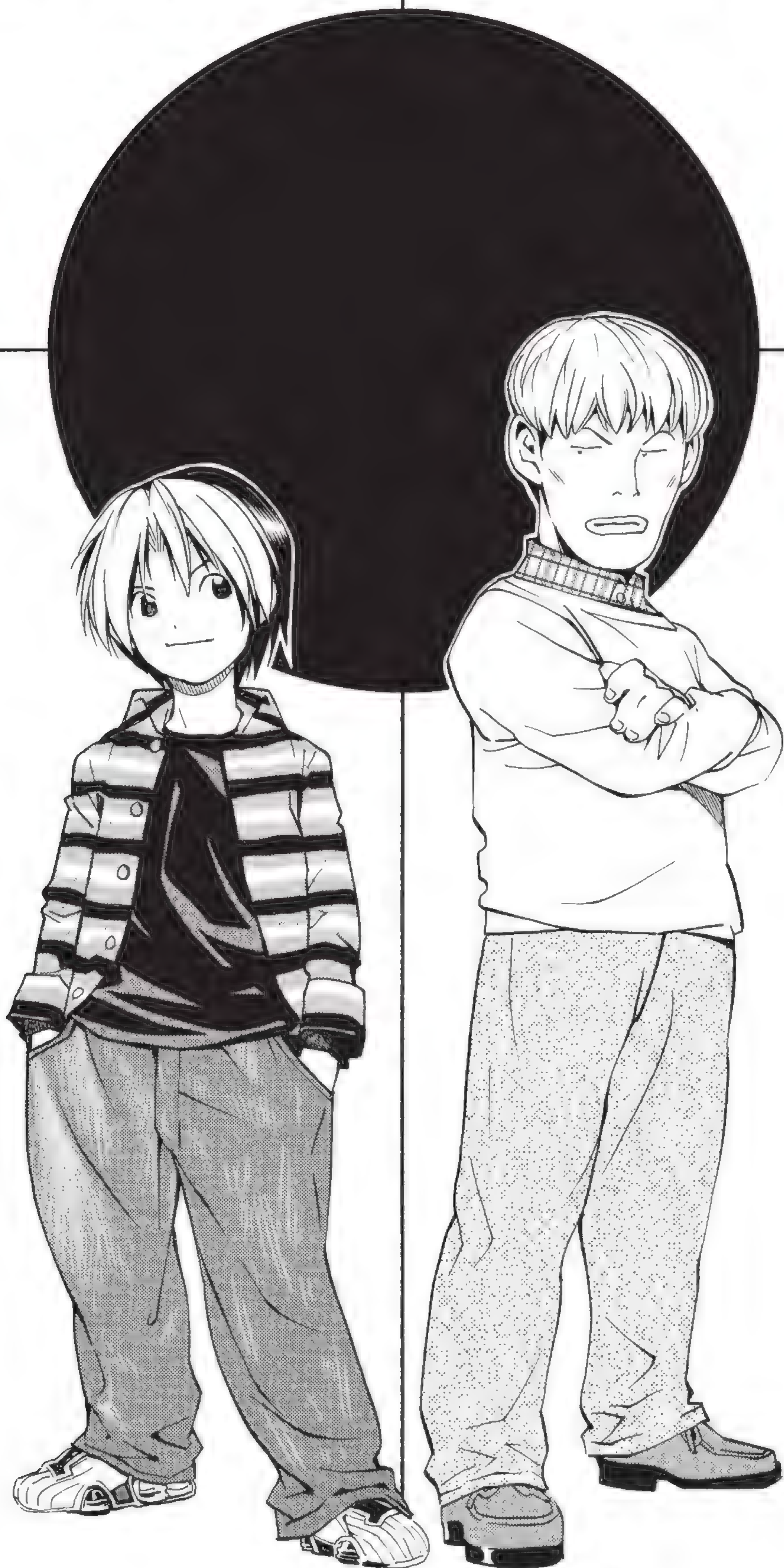
WHEN PLAYING GO, BLACK HAS THE ADVANTAGE OF PLAYING FIRST, SO THERE ARE COMPENSATION POINTS CALLED KOMI.

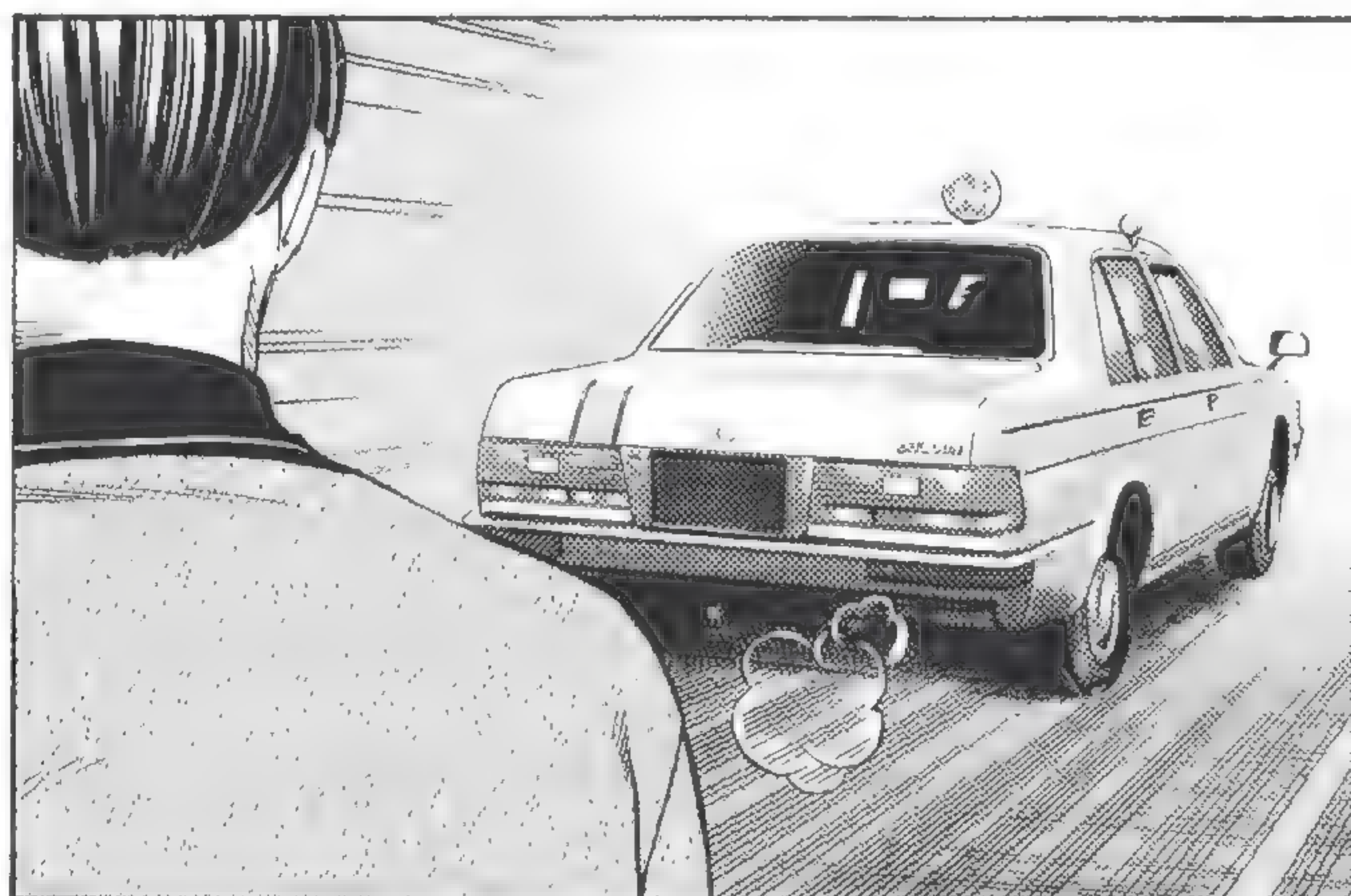
FOR A LONG TIME, JAPAN, CHINA AND KOREA ALL SET KOMI AT 5 AND A HALF POINTS. BUT IN SPRING OF 1998, KOREA CHANGED ITS KOMI TO 6 AND A HALF, AND IN SPRING OF 2002 CHINA WENT TO 7 AND A HALF. IN THE WINTER OF 2002 JAPAN MOVED TO 6 AND A HALF.

TO KEEP THINGS FROM BECOMING TOO COMPLICATED IN HIKARU NO GO, I'VE JUST KEPT THE PREMISE THAT KOMI IS 5 AND A HALF EVERYWHERE IN THE WORLD, BUT IN REALITY THE KOMI HAS EVOLVED AND MAY CONTINUE TO DO SO.



Game 158 "Tengen for the First Move"





MAKING THE
FIRST MOVE ON
TENGEN, THE
POINT RIGHT IN
THE CENTER,
ISN'T UNHEARD
OF IN A PRO
GAME...

...BUT IT SURE
LEADS TO A
DIFFICULT
GAME OF
GO.

P
T
N
K

K
S
H
H

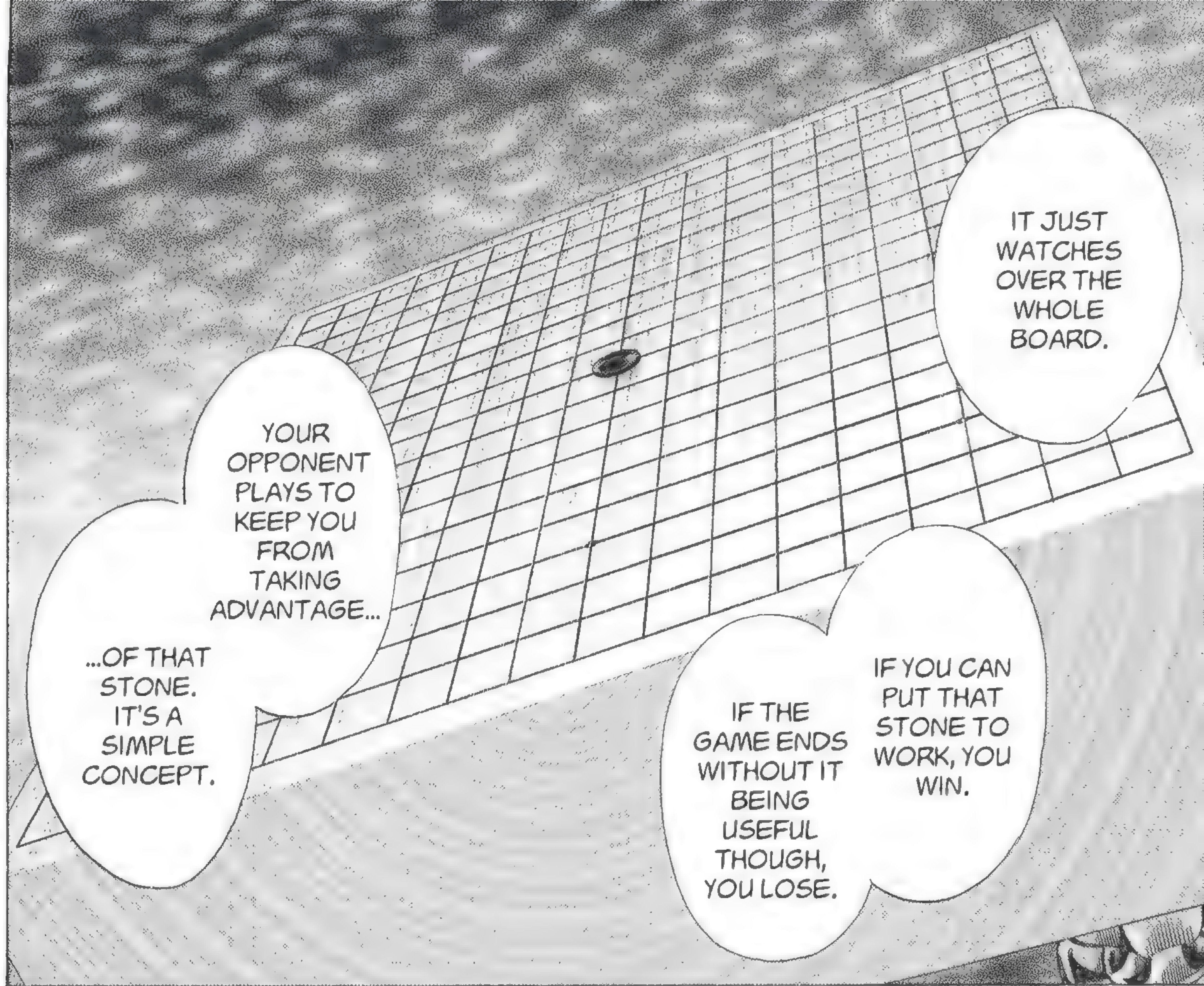
BUT
TENGEN
DOESN'T
HAVE THAT
RELATION-
SHIP TO
TERRITORY.

K
L
A
K

THAT'S
BECAUSE
IT'S EASIER
TO MAKE
TERRITORY
IN THE
CORNERS.

K
C
H
K

NORMALLY
YOU START
FROM ONE OF
THE FOUR
CORNERS.



IT JUST
WATCHES
OVER THE
WHOLE
BOARD.

YOUR
OPPONENT
PLAYS TO
KEEP YOU
FROM
TAKING
ADVANTAGE...

...OF THAT
STONE.
IT'S A
SIMPLE
CONCEPT.

IF THE
GAME ENDS
WITHOUT IT
BEING
USEFUL
THOUGH,
YOU LOSE.

IF YOU CAN
PUT THAT
STONE TO
WORK, YOU
WIN.



IT SEEMS
LESS
ADVANTA-
GEOUS
THAN THE
CORNERS.

NO.

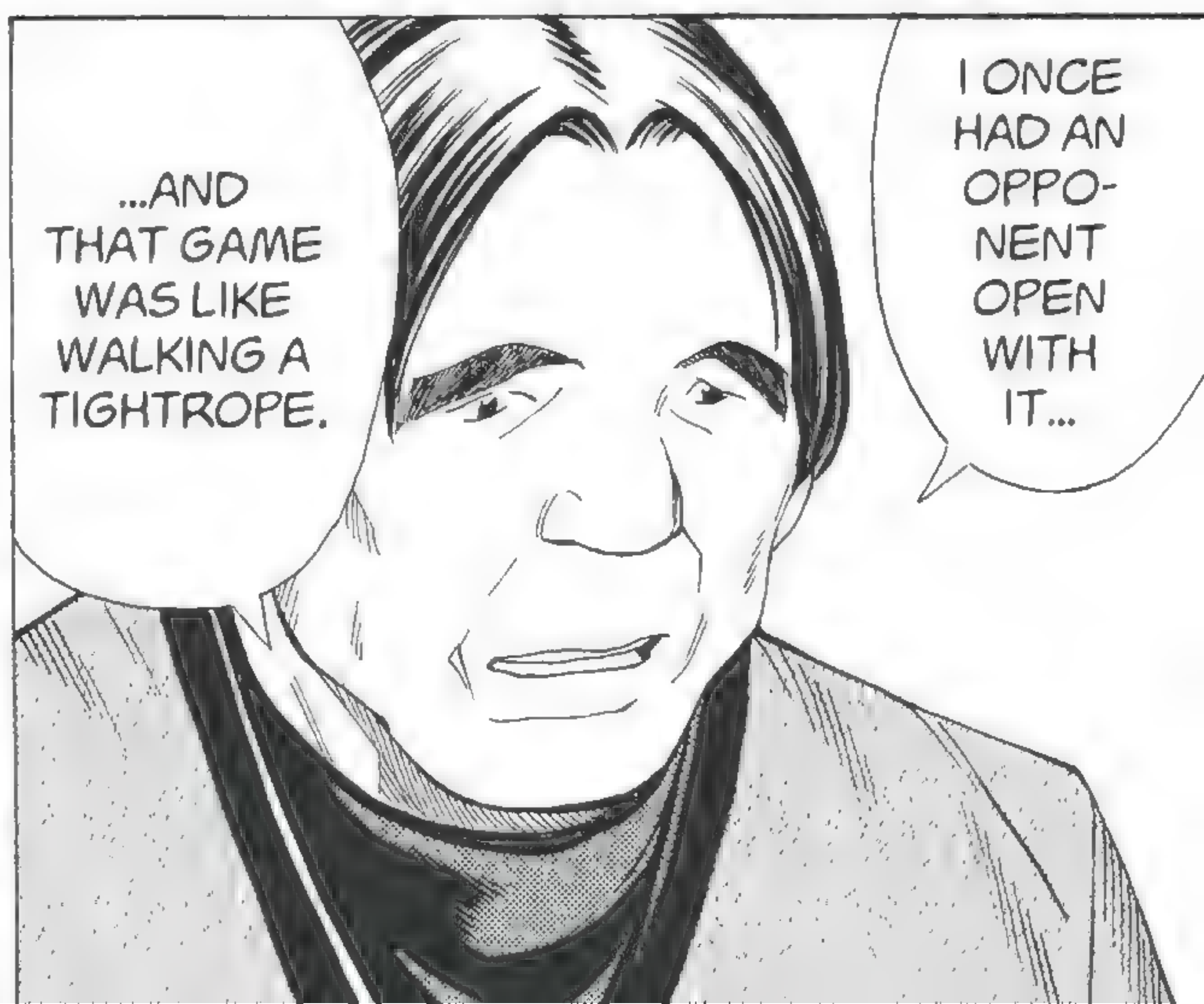
HAVE YOU
PLAYED
TENGEN FOR
THE FIRST
MOVE,
SENSEI?

BUT
HARD TO
CARRY
OUT.



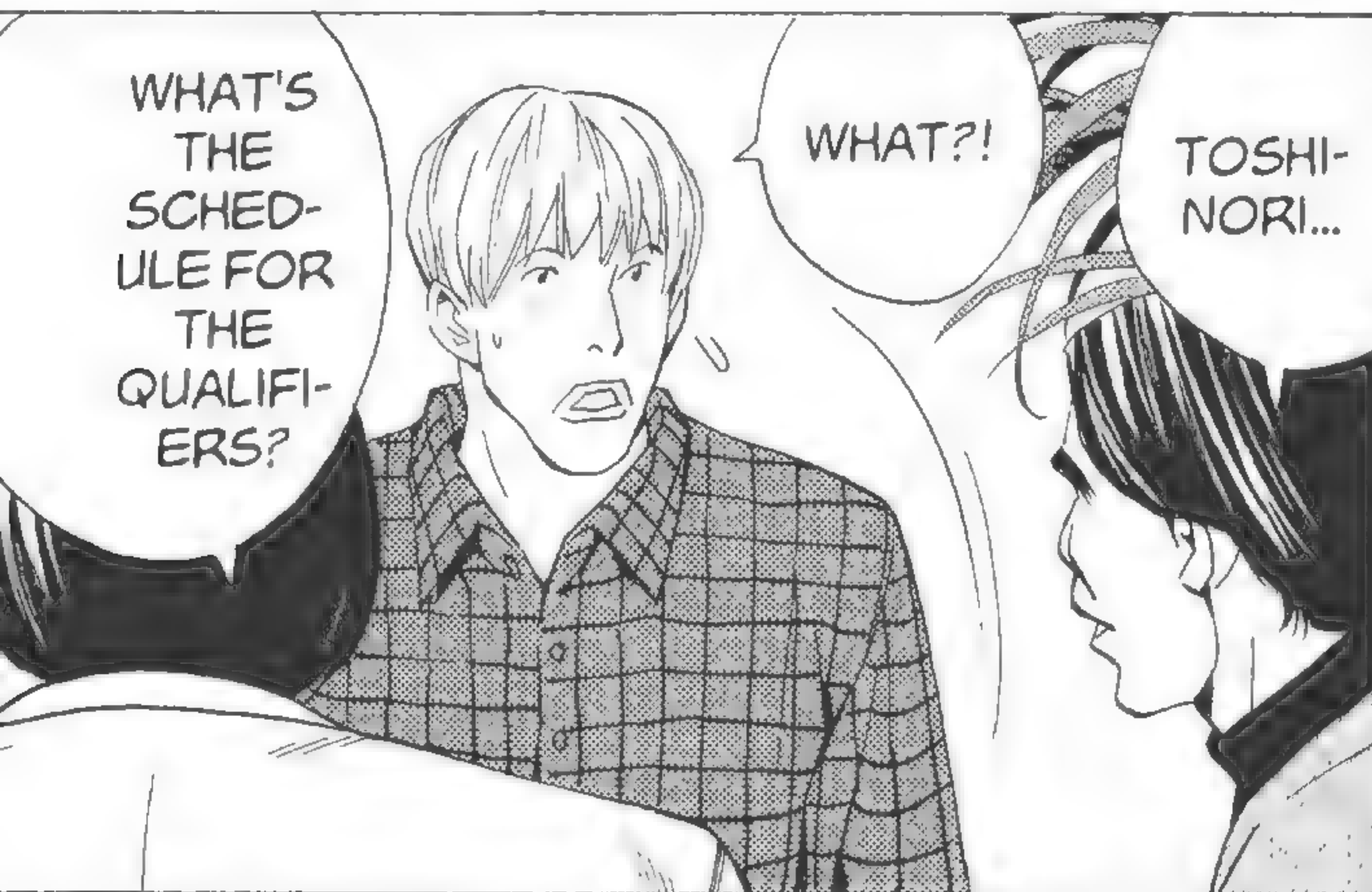
IT WAS
DIFFICULT
GO,
INDEED.

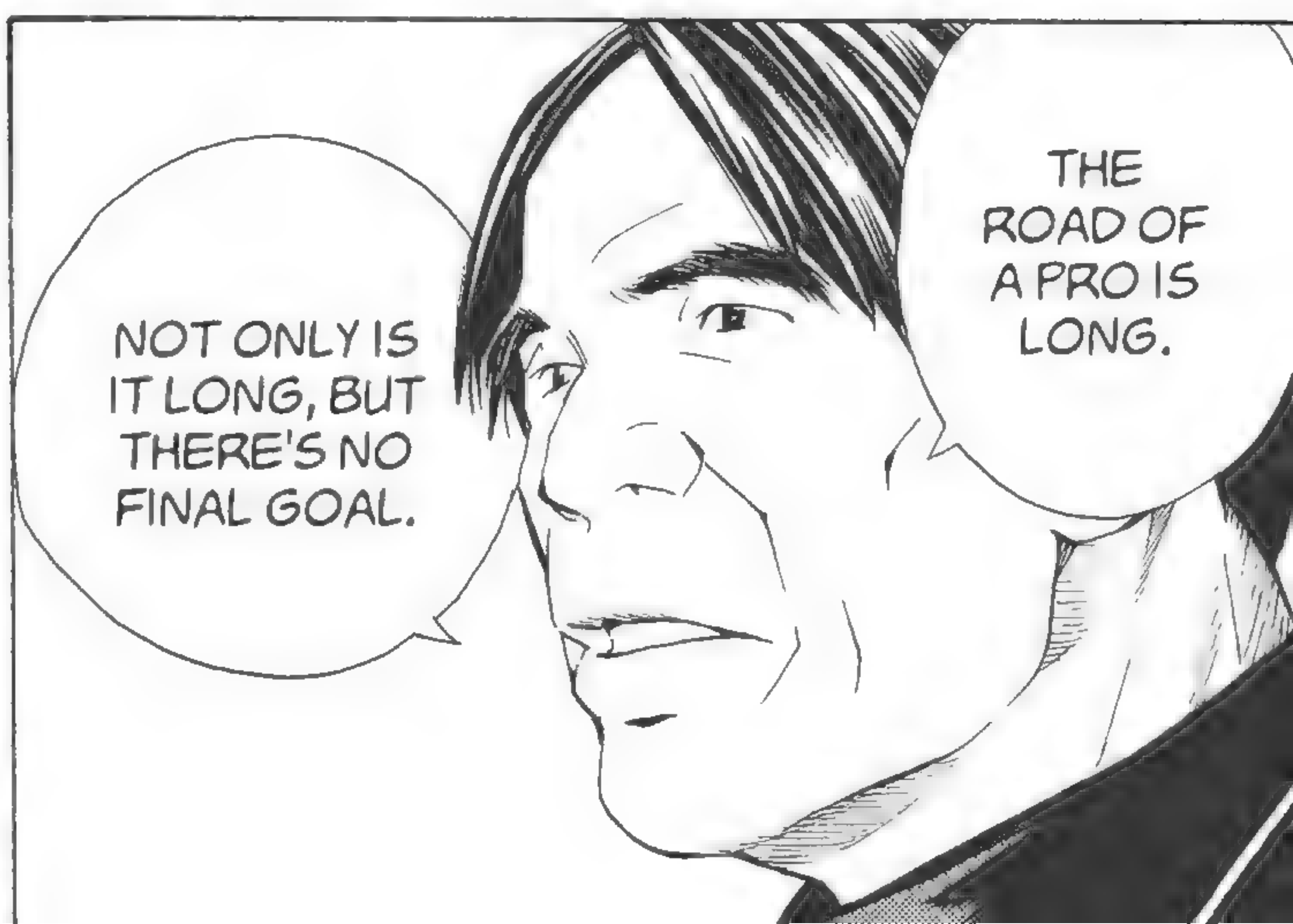
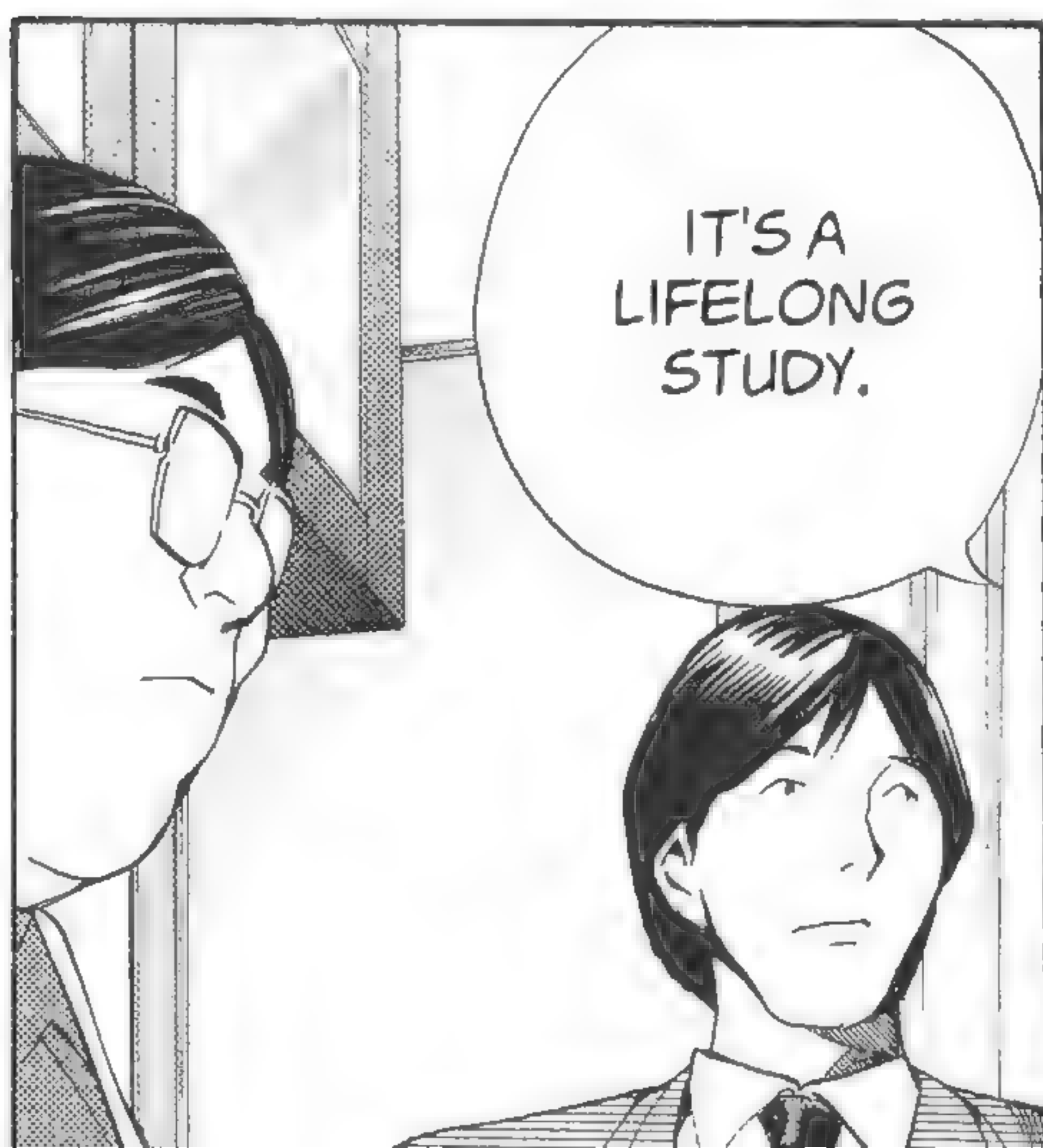
WE BATTLED ON
THAT TIGHTROPE
WONDERING
WHEN THE ROPE
WOULD SNAP.
IN THE END MY
OPPONENT
FELL OFF.



...AND
THAT GAME
WAS LIKE
WALKING A
TIGHTROPE.

I ONCE
HAD AN
OPPO-
NENT
OPEN
WITH
IT...







YOU'RE
JUST
BEGINNING!
SO MUCH
LIES
AHEAD!

YOU
UNDER-
STAND?



LATER,
HONDA.

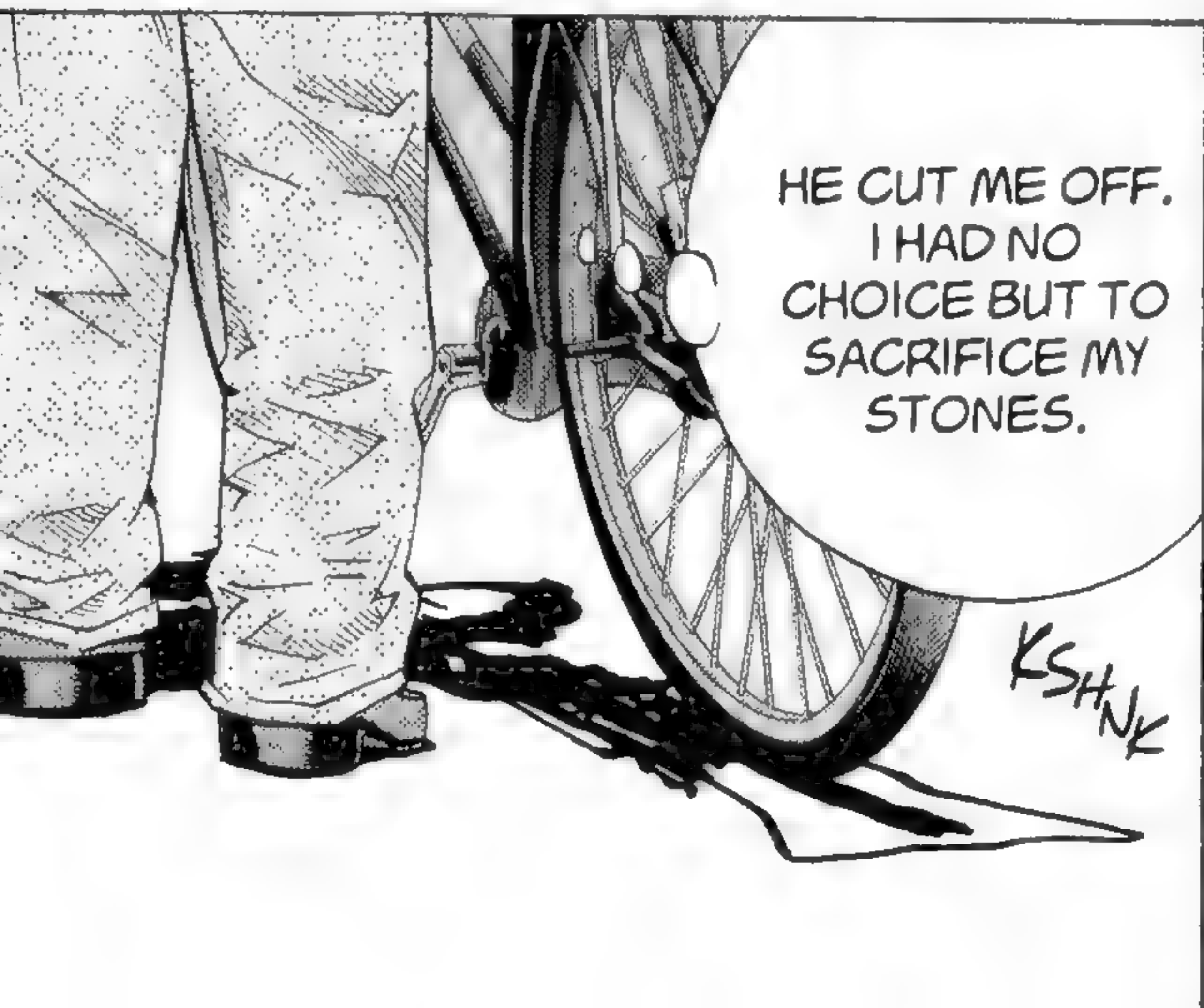
BYE.

GOOD
NIGHT.

GOOD NIGHT,
SENSEI.



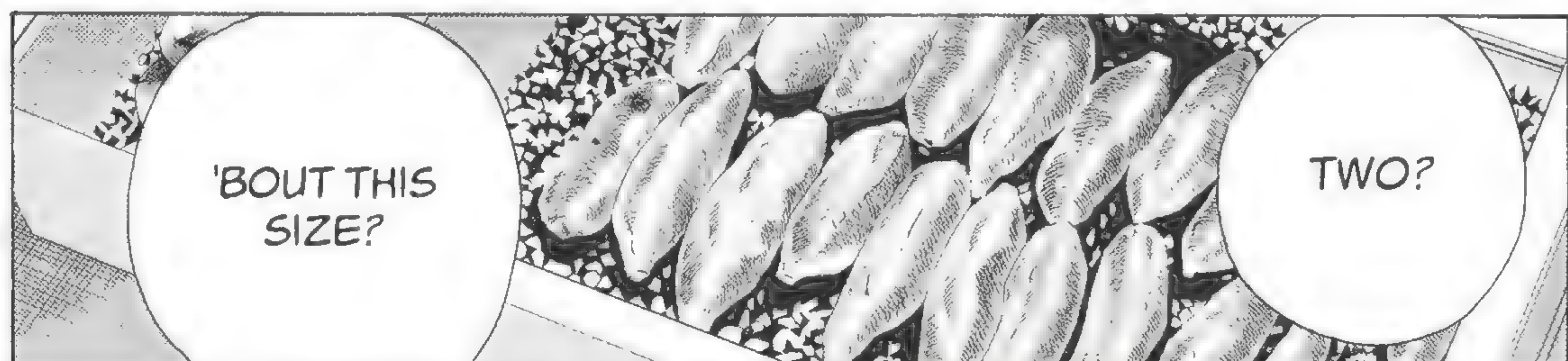
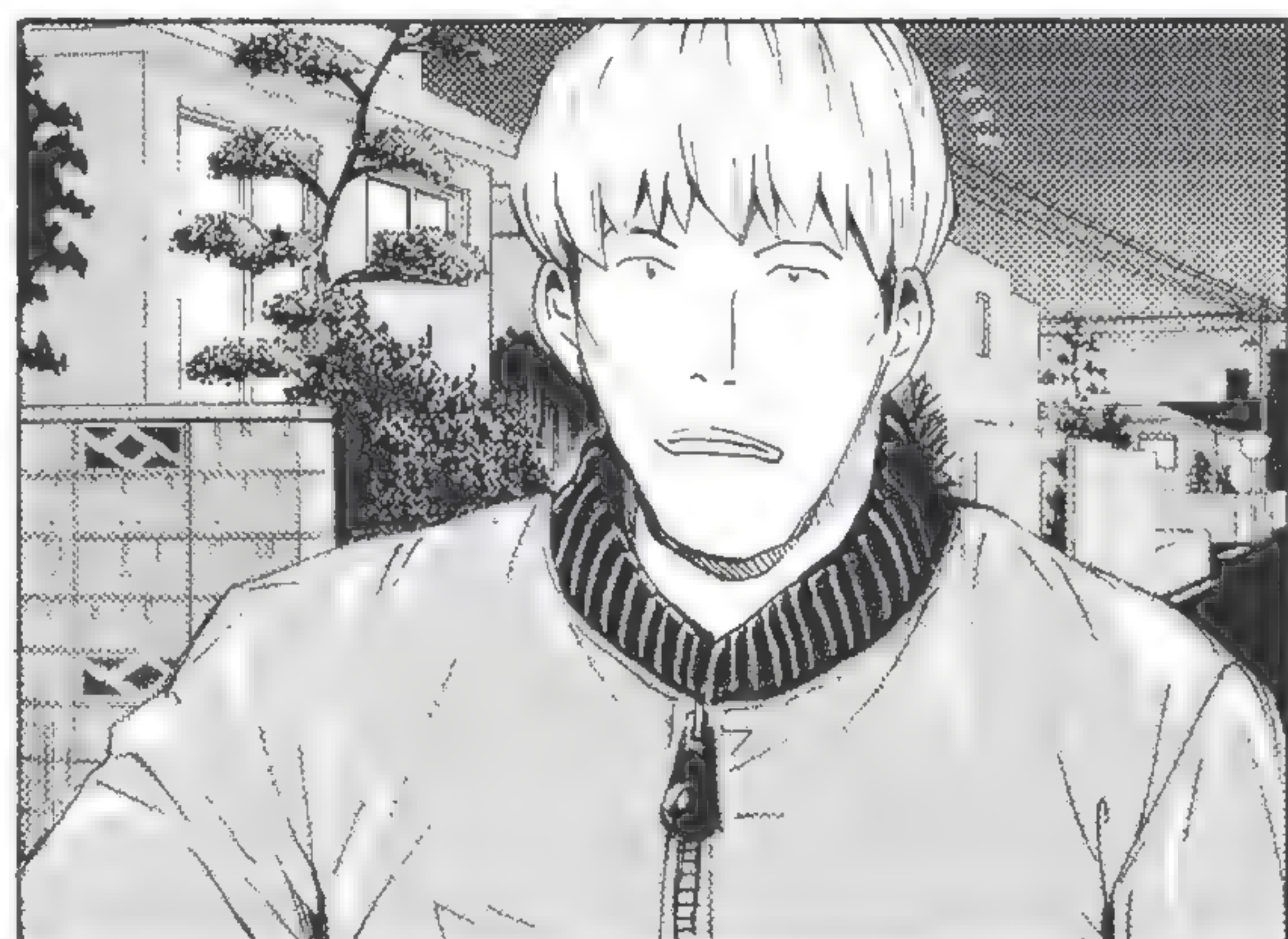
THAT GUY
ATTACHED
ON THE
LOWER
LEFT.



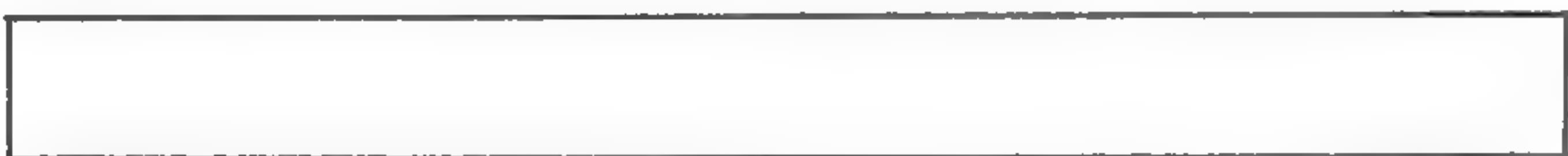
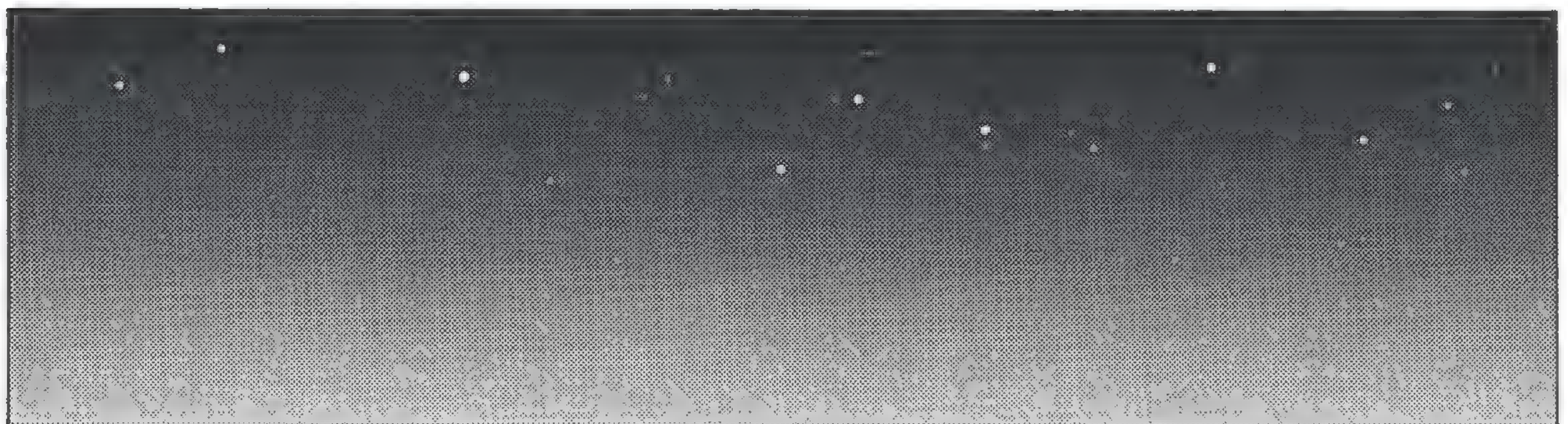
HE CUT ME OFF.
I HAD NO
CHOICE BUT TO
SACRIFICE MY
STONES.



BRRR...
IT'S
COLD.









HOKUTO
CUP
TOKYO
PRELIMI-
NARIES

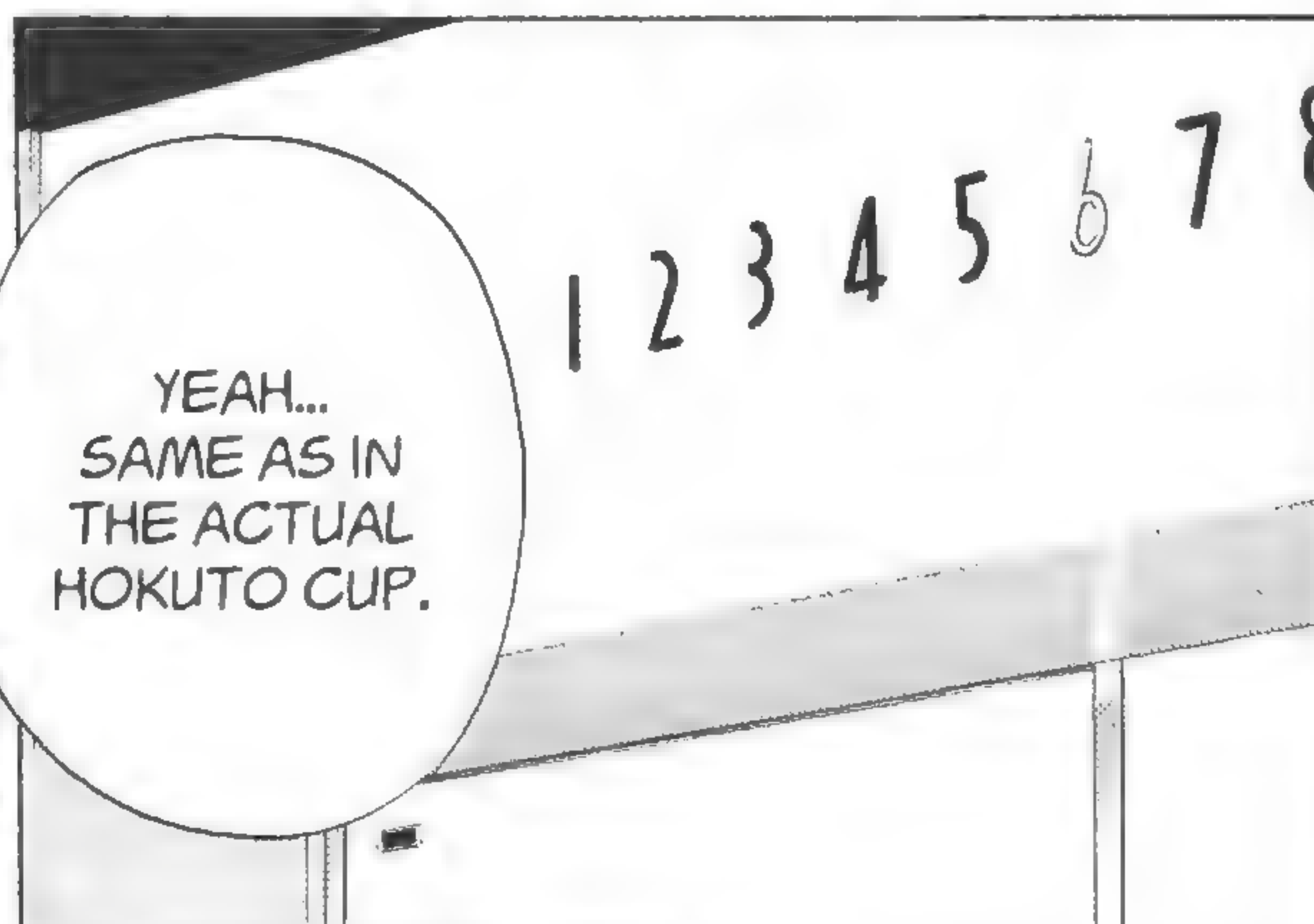


BY NOON
THINGS
SHOULD
BE
CLEAR.



WE HAVE AN
HOUR AND A
HALF TO PLAY,
HUH?

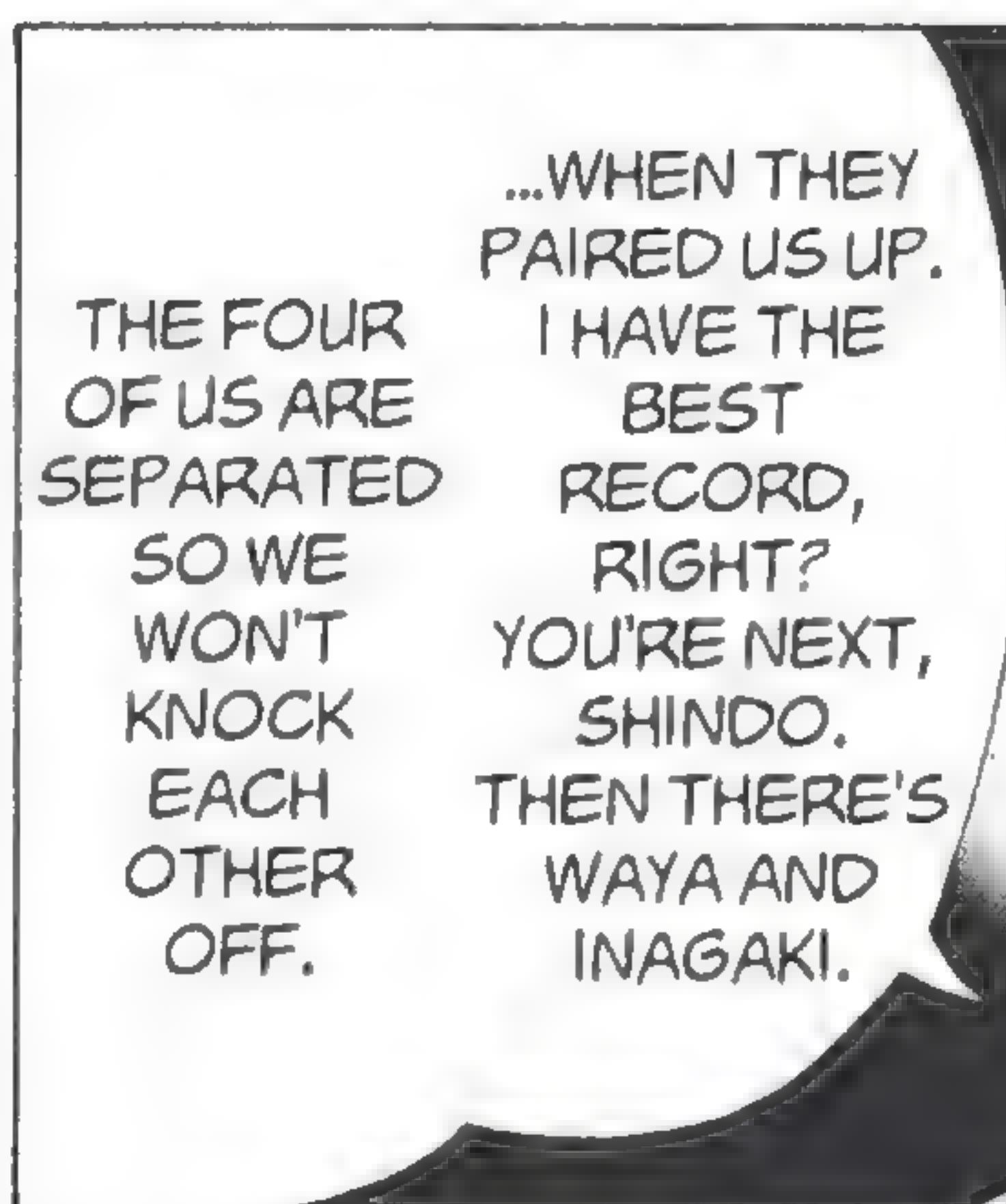
[far left: Hokuto Cup Preliminaries]



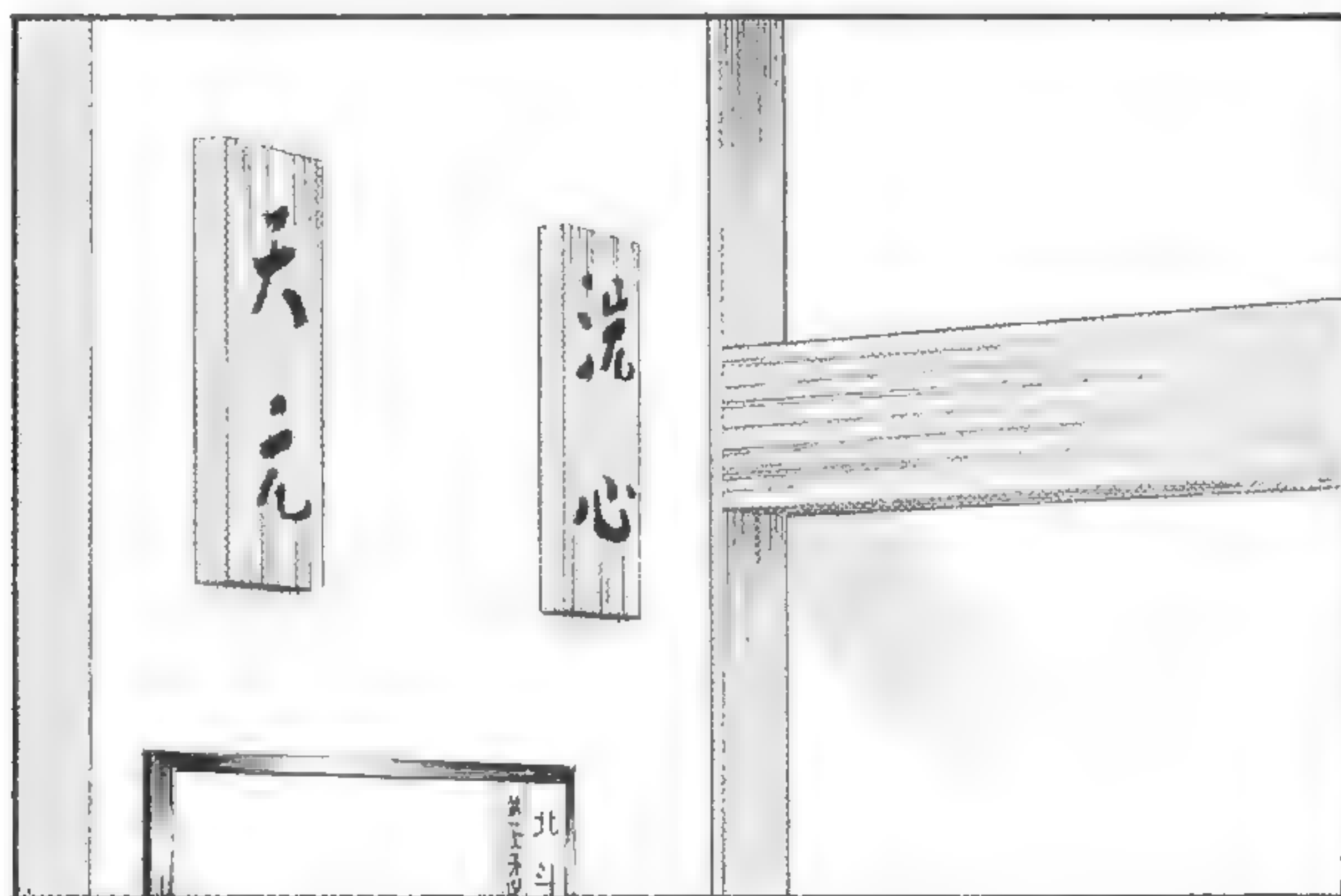
YEAH...
SAME AS IN
THE ACTUAL
HOKUTO CUP.

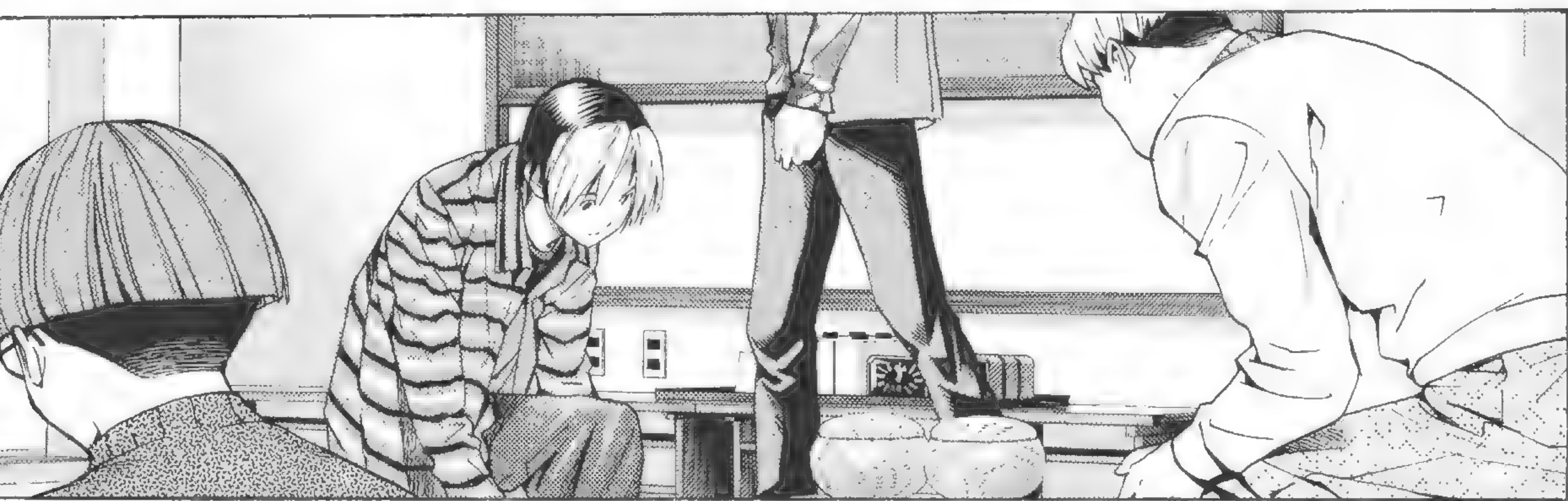


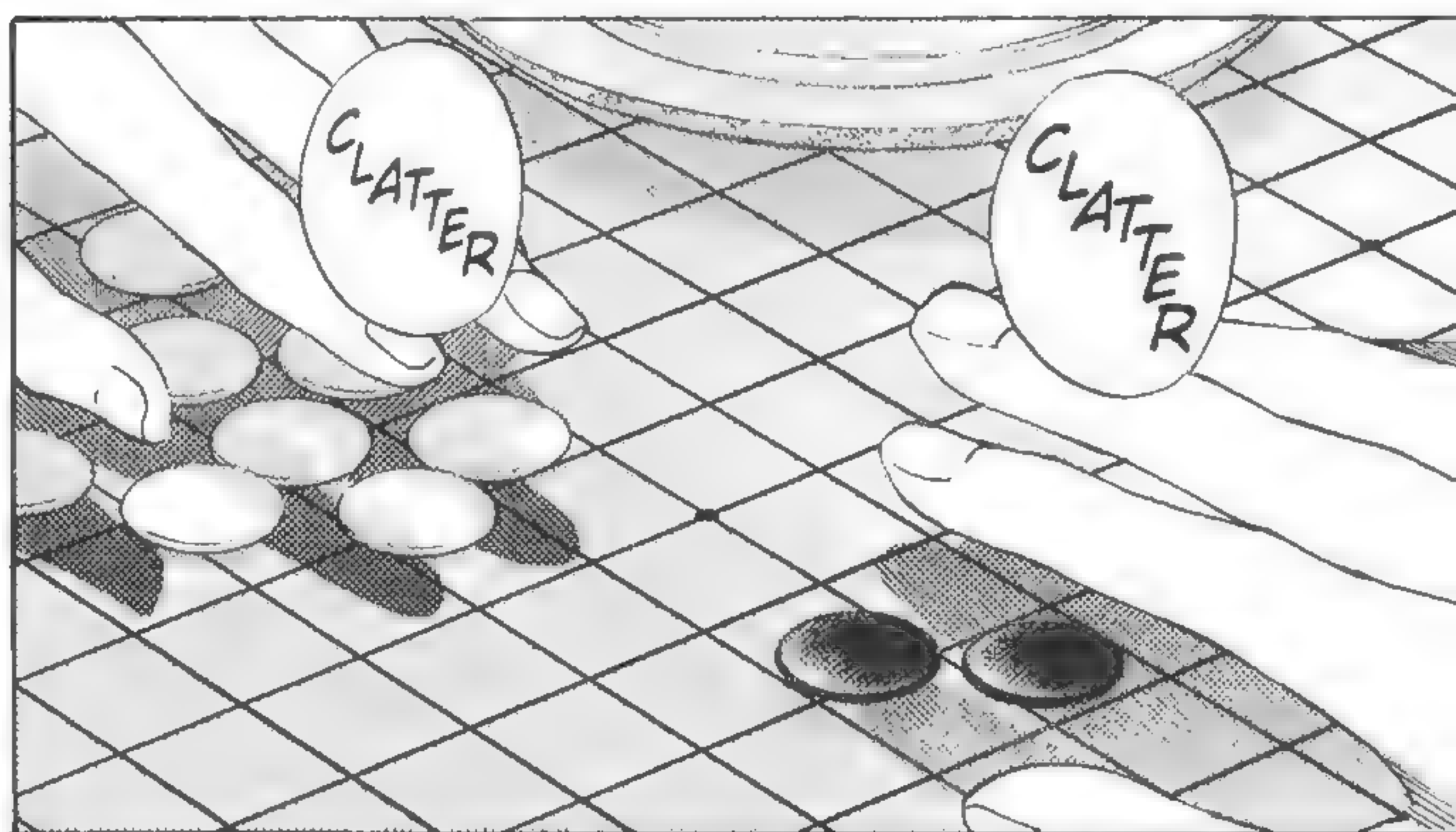
WHO AM
I UP
AGAINST?

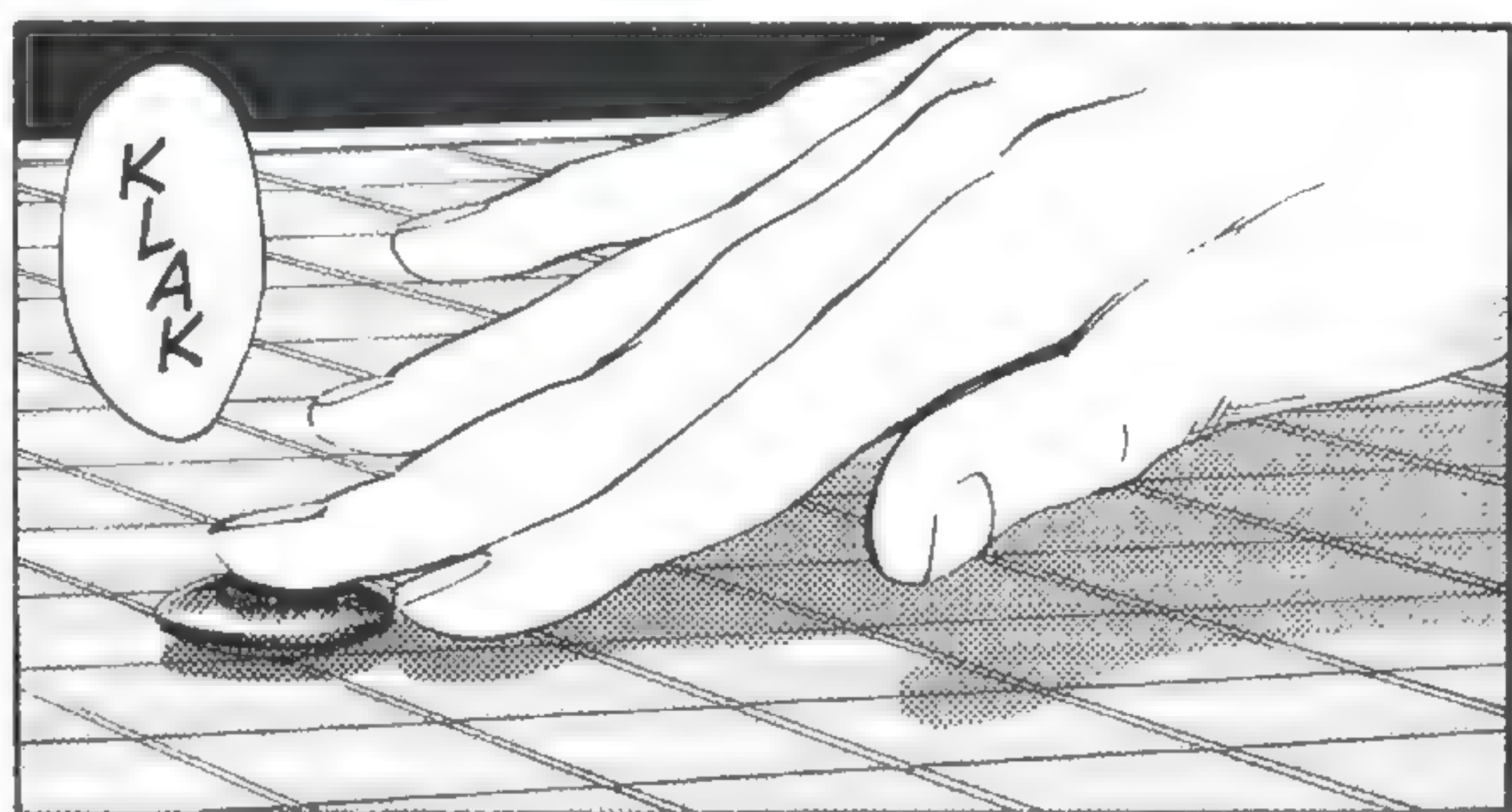
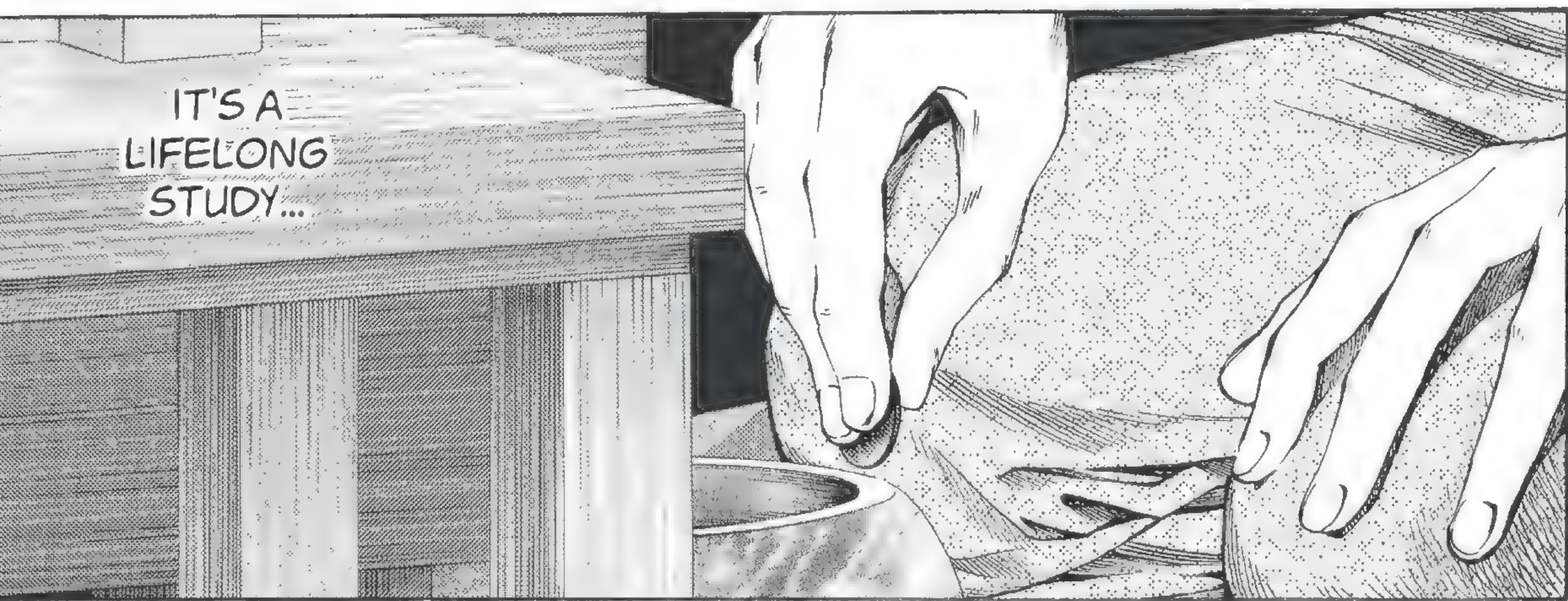
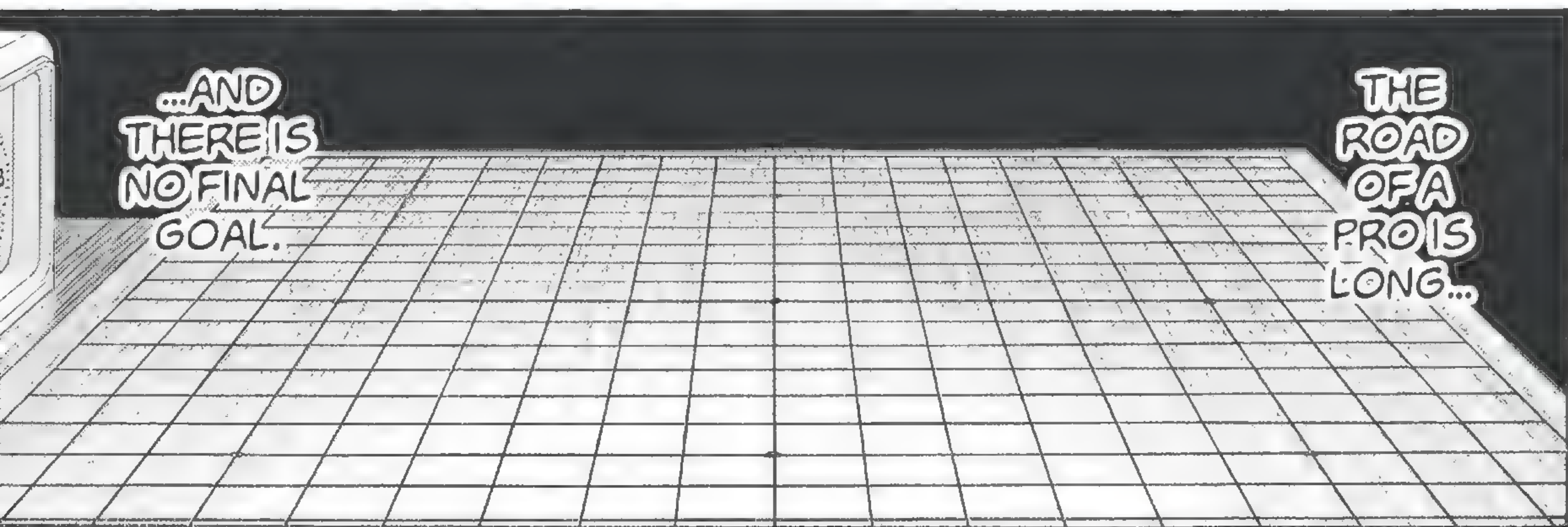


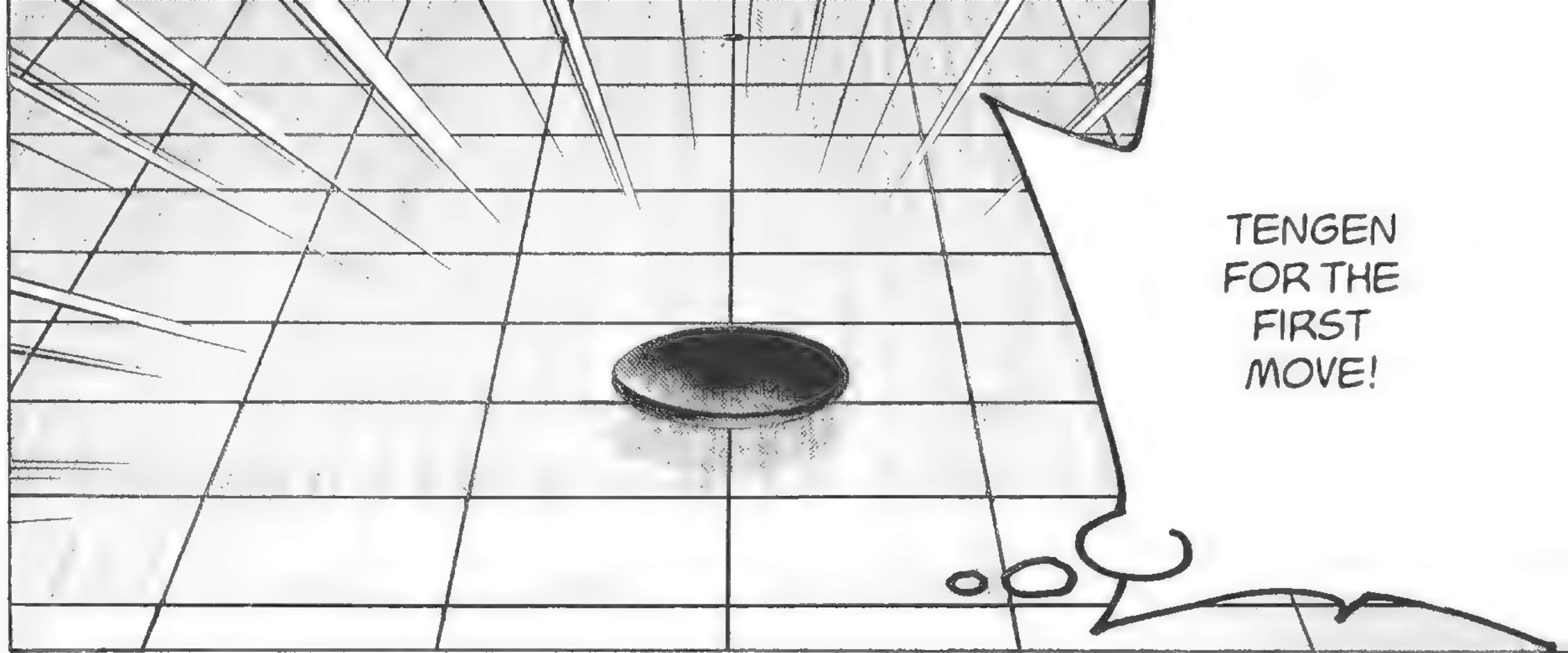












TENGEN
FOR THE
FIRST
MOVE!



OKAY,
THEN!



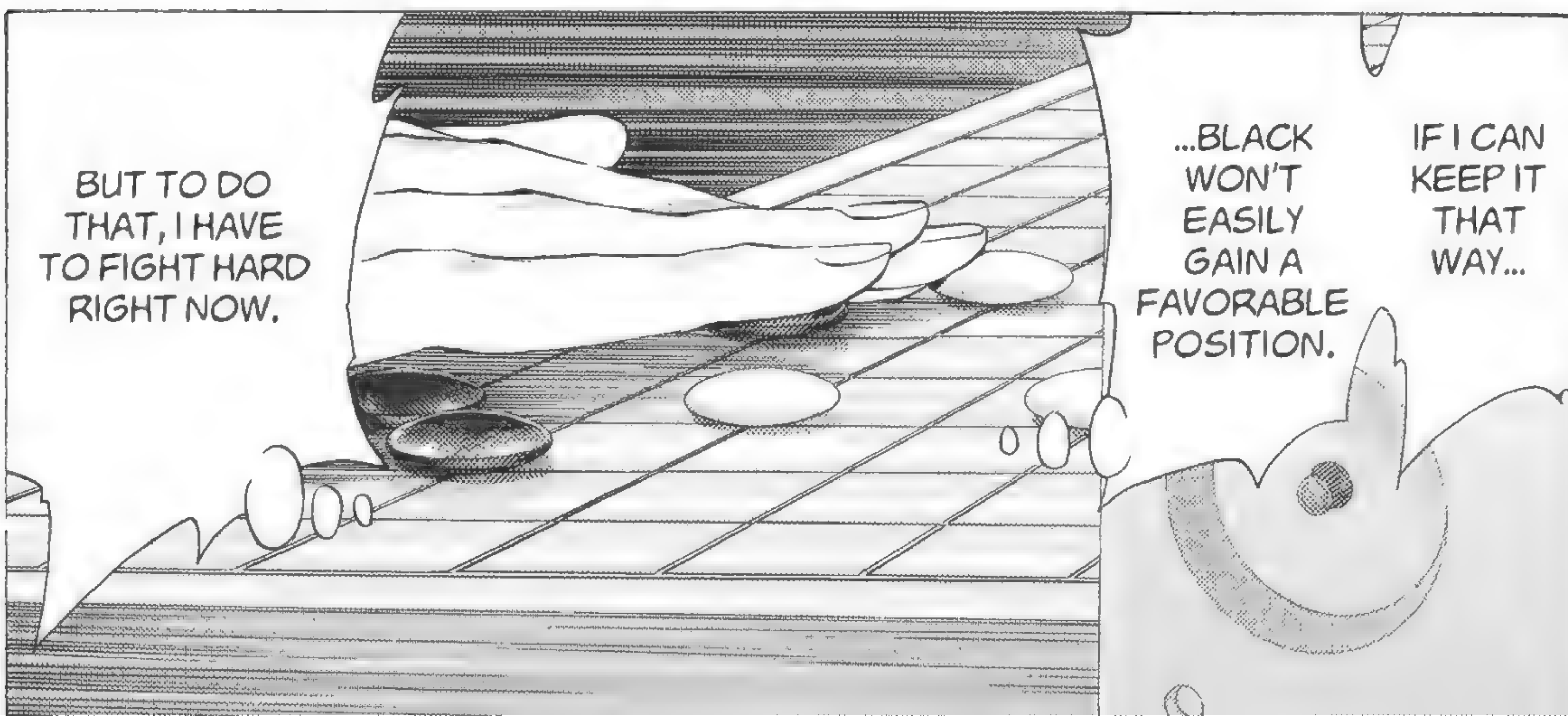
THAT'S AN
INTERESTING
PLAY HONDA
MADE...

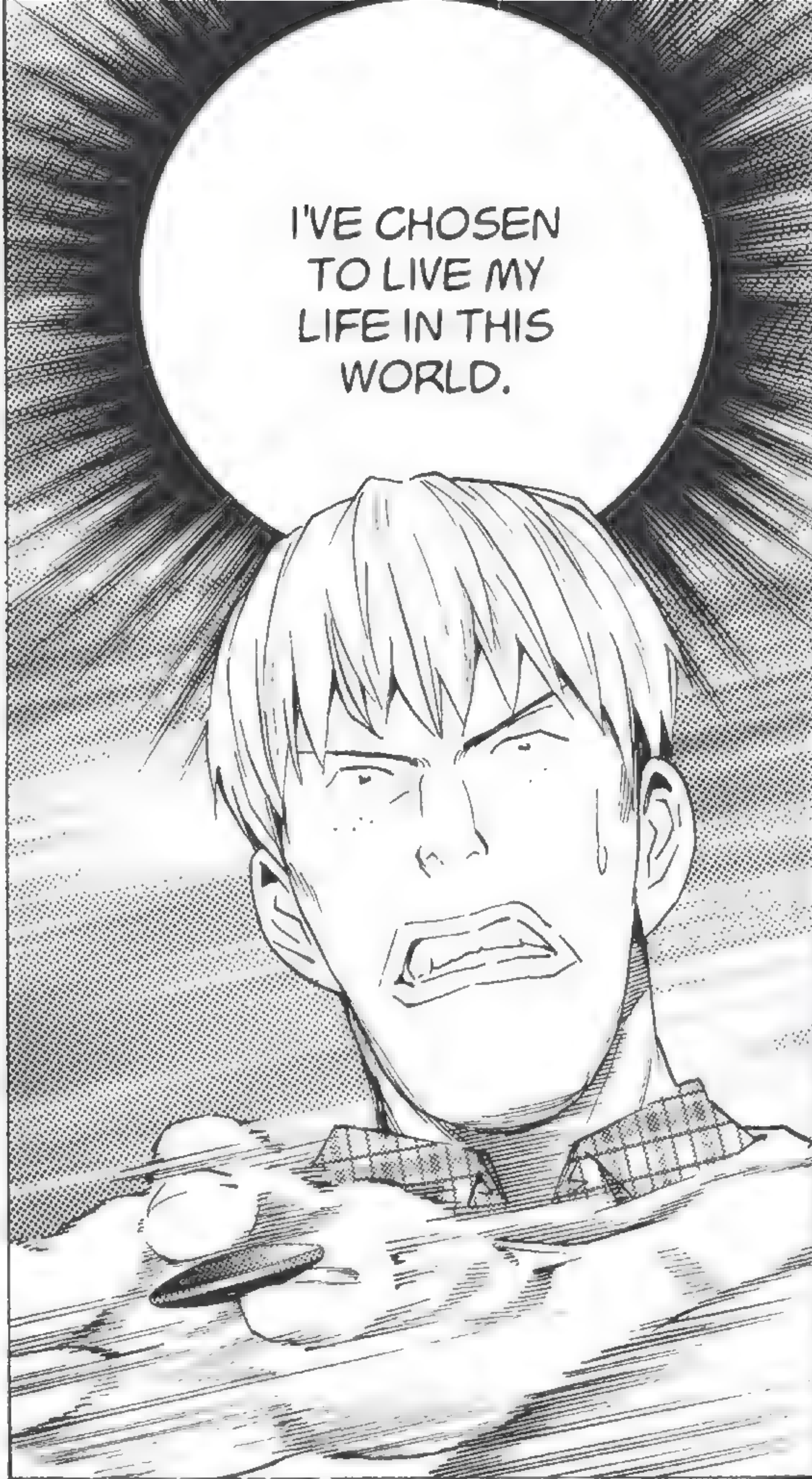


KLAK



KCHK

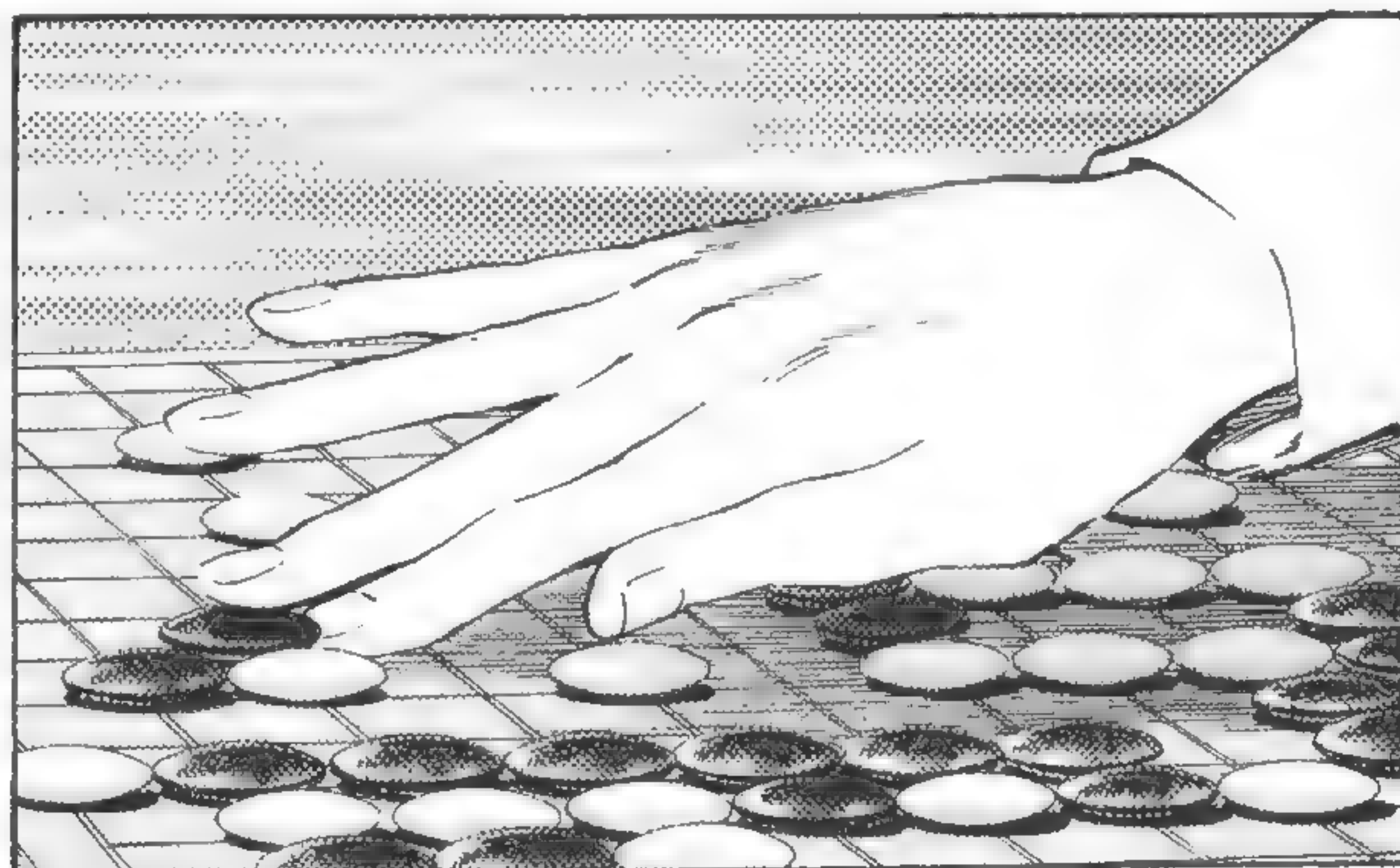




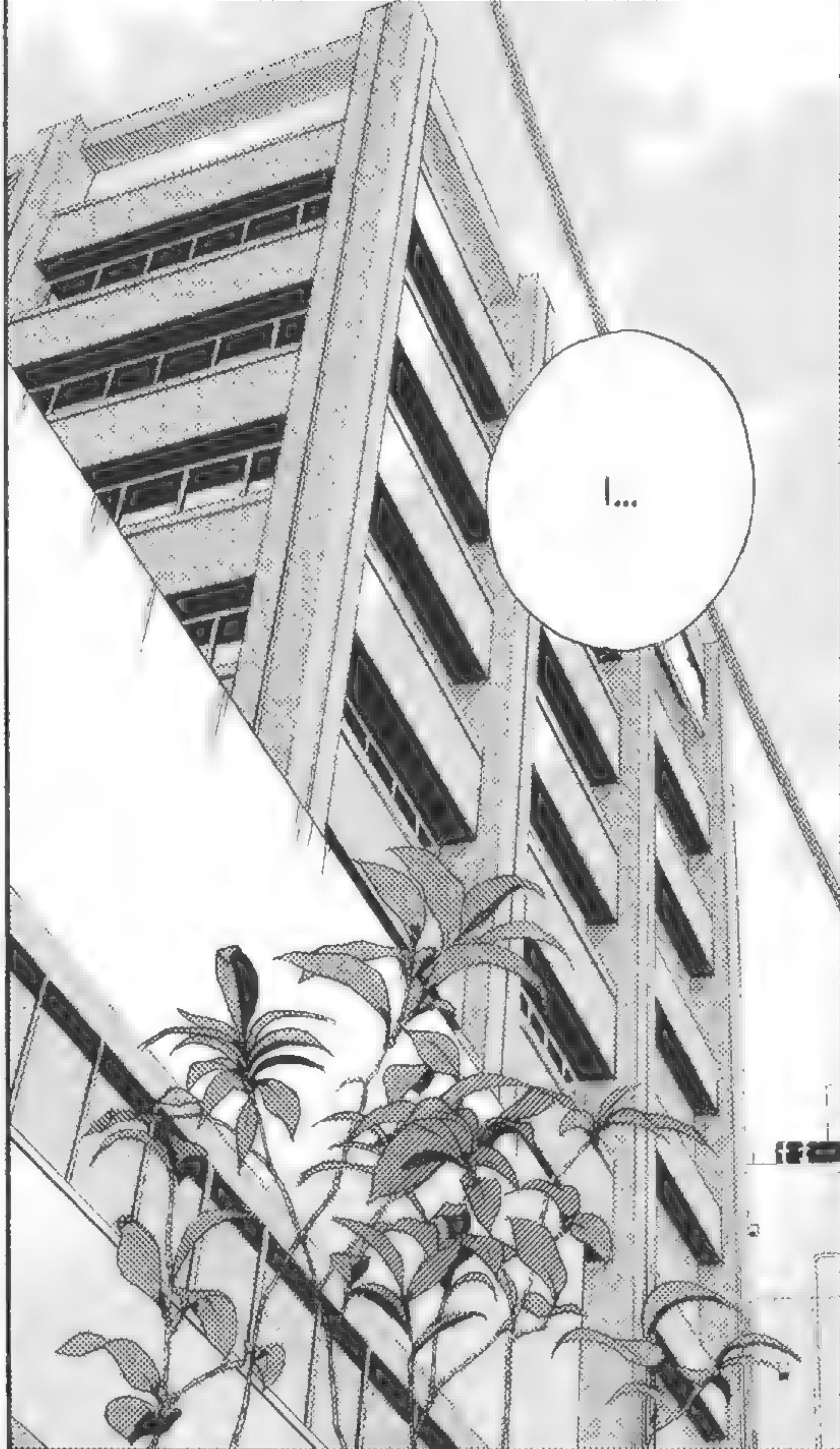
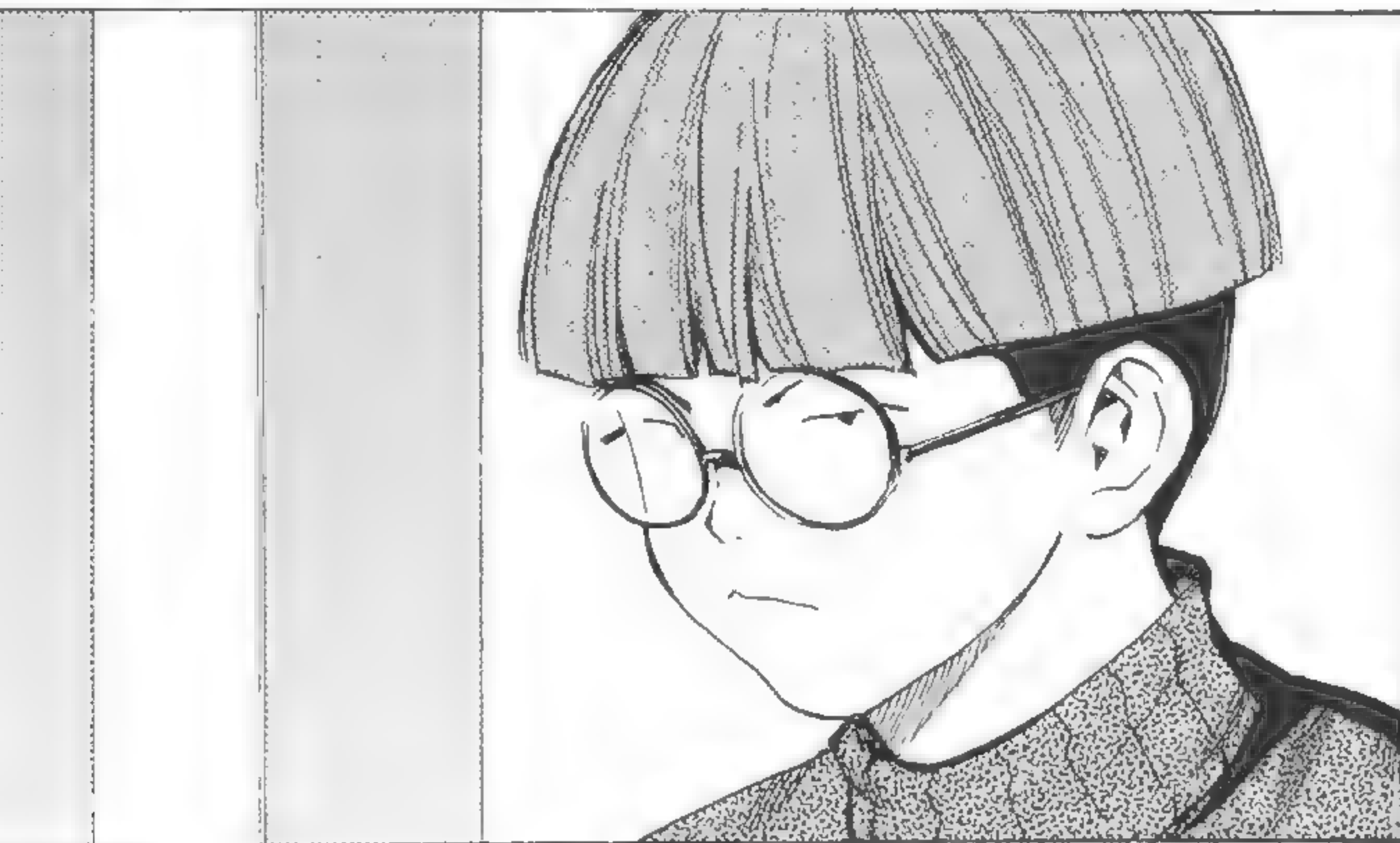
I'VE CHOSEN
TO LIVE MY
LIFE IN THIS
WORLD.

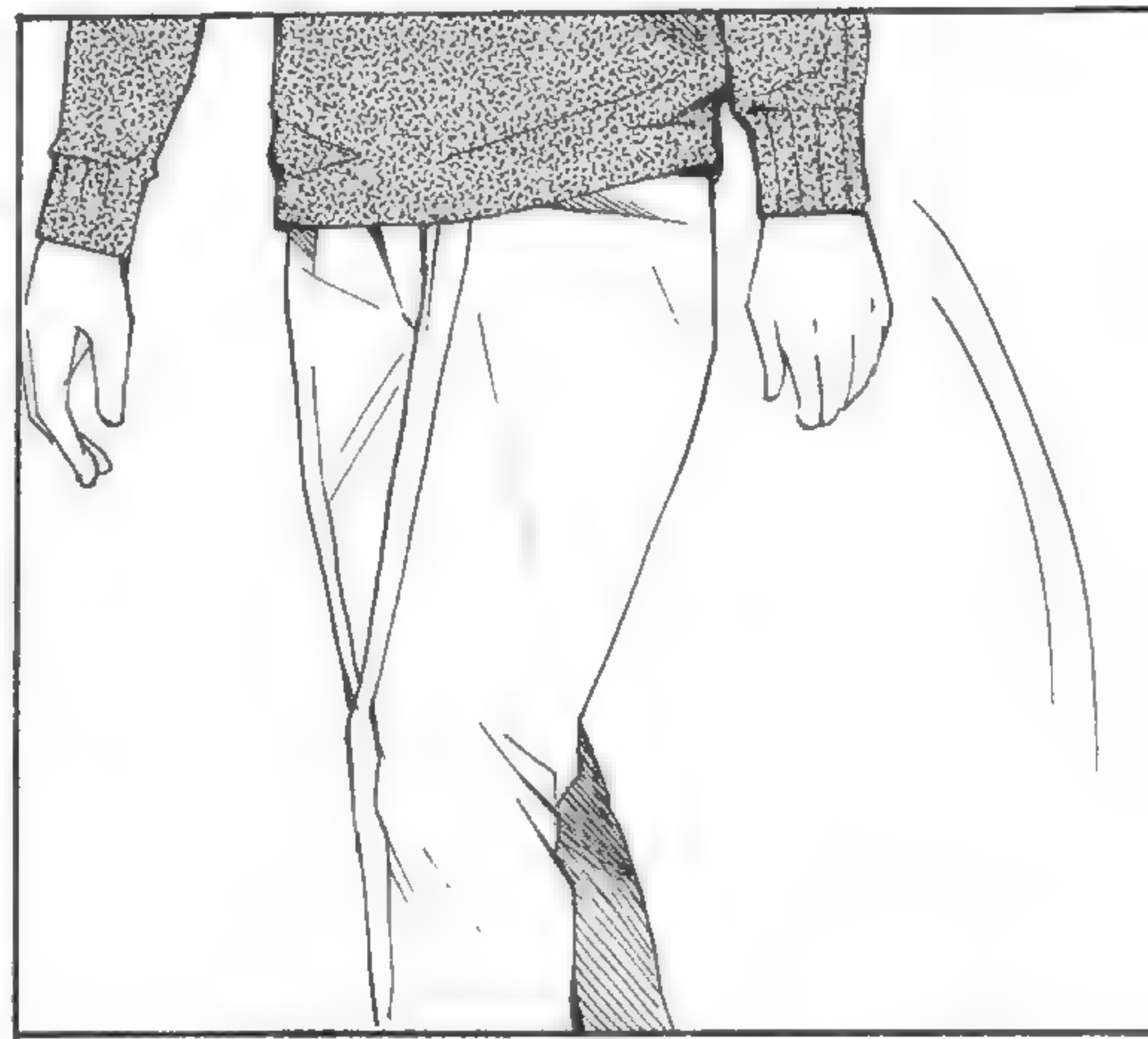
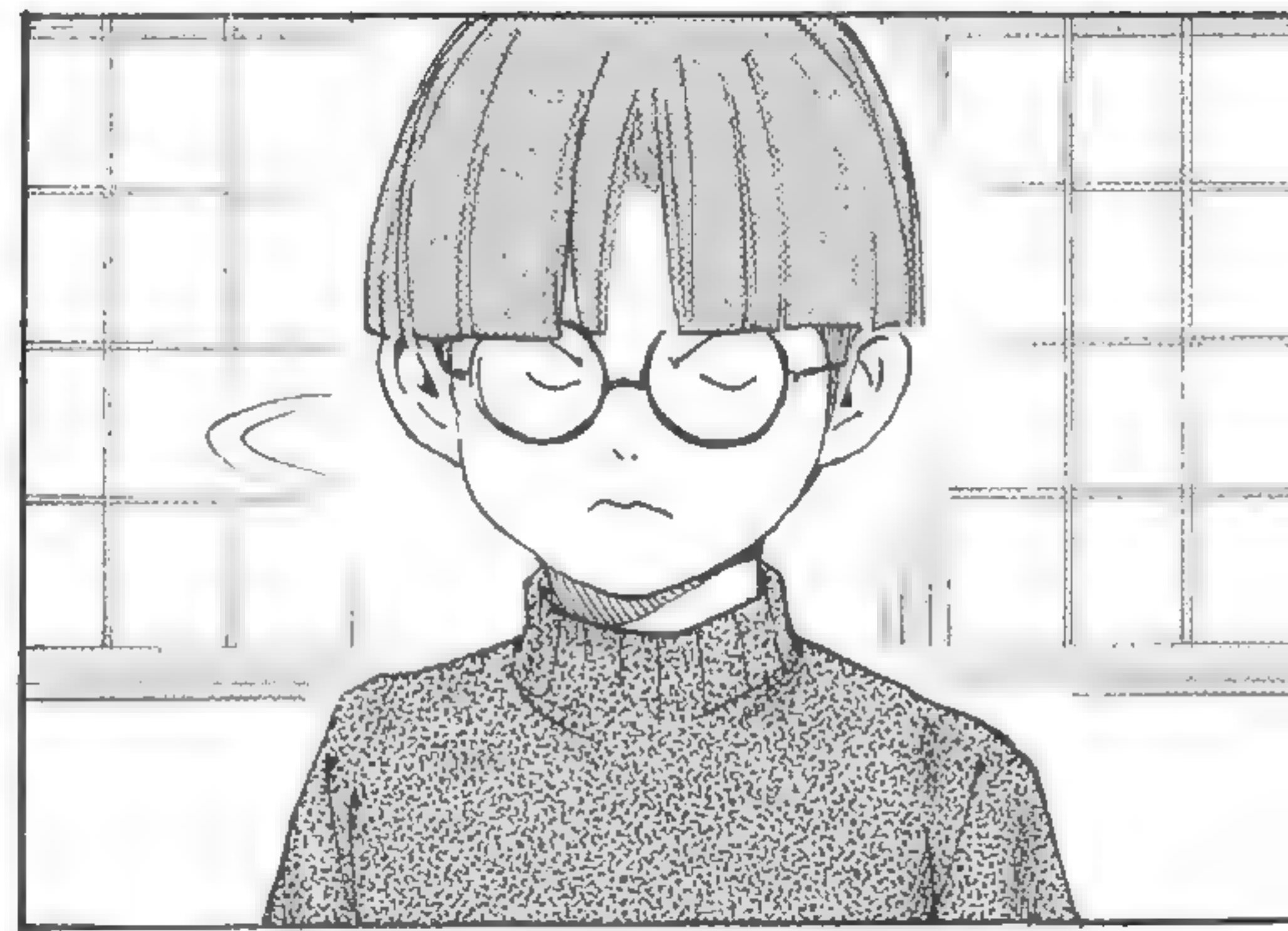


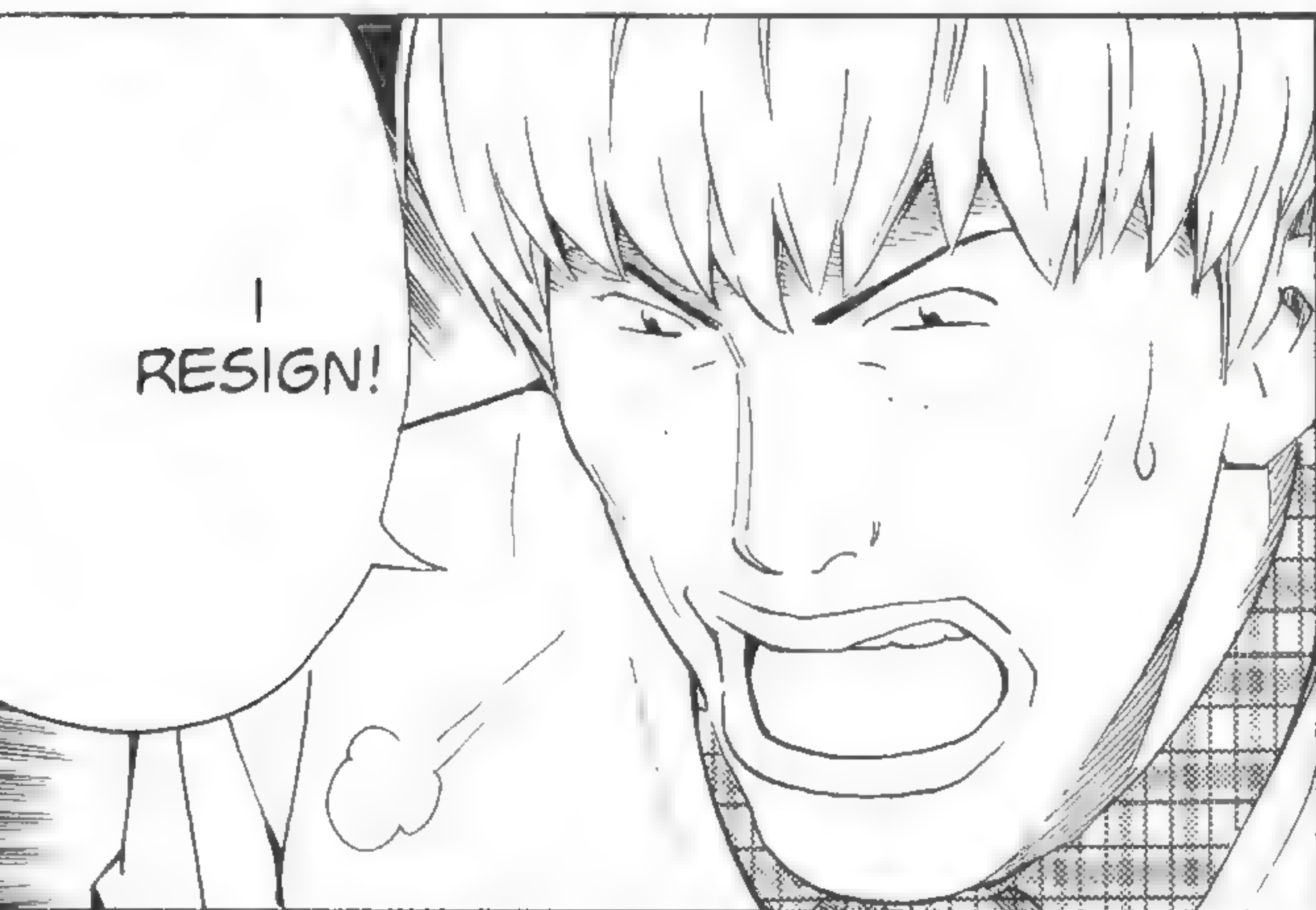
HONDA,
A MOVE
LIKE
THAT...



...ISN'T
GOING TO
CUT IT
AGAINST
ME!







...would not
be a funny
one-liner.

"You?
A judge?"



I'VE BEEN
A JUDGE
FOR THE
AWARD
THREE
TIMES SO
FAR.

THE SHONEN
JUMP WEEKLY'S
"TEZUKA
AWARD" IS A
MANGA AWARD
THAT HAS A
HISTORY SPAN-
NING 30 YEARS.

HIKARU NO GO STORYBOARDS

46

YUMI
HOTTA



FOR EACH WORK, THE
JUDGES WRITE A SHORT
REVIEW AND A RANKING
ON AN EVALUATION
SHEET AND SEND IT
TO THE EDITORIAL
DEPARTMENT.



THOSE ARE
PHOTOCOPIED AND
DELIVERED TO THE
JUDGES (ABOUT
TEN DAYS BEFORE
THE JUDGES MEET).

FROM A LARGE
NUMBER OF
ENTRIES,
EDITORS
NARROW IT
DOWN TO
THE FINAL
CONTENDERS.

...OR SO I
THOUGHT,
BEFORE
MY FIRST
TIME.

I know it's a judging
meeting, but we'll
probably just go
through the motions
and wrap things up
pretty quickly...

Everyone
on the com-
mittee is so
busy...



THEN ALL THE
JUDGES GET
TOGETHER FOR
THE JUDGING
COMMITTEE
MEETING, USING
EVERYONE'S
EVALUATION
SHEETS AS
REFERENCE.

...SO YOU SEE
WHAT A
CYNICAL
PERSON I AM...

The short
review's
missing from
this sheet.

XX said he'd
try to stop
by...

So-and-so
Sensei is
absent.

THIS
IS THE
IMAGE
I HAD...



(continued on page 70)



Game 159 "Kansai Go Association"



A
DIFFER-
ENT PRO
ASSOCIA-
TION...

OH, MR.
KURODA.
HOW ABOUT
A GAME?

HI, MR.
KIJIMA.
BEEN A
WHILE.



IT HAS
ABOUT A
THIRD THE
NUMBER
OF PRO
PLAYERS.

THE FOURTH
GAME OF THE
FINALS FOR THE
KISEI TITLE IS
COMING UP NEXT
WEEK.

...FROM THE
JAPAN GO
ASSOCIA-
TION.

I HOPE
ISHIBASHI
9 DAN DOES
WELL.

OTHERWISE,
EACH
ASSOCIATION
OPERATES
INDEPENDENTLY.

FSH

IT'D BE THE
FIRST TIME IN
YEARS THAT
A KANSAI GO
ASSOCIATION
PLAYER TOOK
THE TITLE.

FOR TITLE
TOURNAMENTS,
PLAYERS
FROM EACH
ASSOCIATION
COME
TOGETHER
AT THE THIRD
ROUND OF
PRELIMINARIES.

AND I BET
KIYOHARU
WILL DO
WELL IN THE
HOKUTO CUP!

HELLO.

ICHIRYU KISEI
HASN'T BEEN AT
HIS BEST FOR A
WHILE, SO I BET
HE CAN DO IT.

YOU TALK LIKE
KIYOHARU'S
ALREADY
SNAGGED A
SEAT ON THE
HOKUTO CUP
TEAM, KURODA.

YOU
BET!

HE WAS
BEATING
US
WITHIN A
MONTH!

LEARNED
FROM
US?

HE LEARNED
HIS GO RIGHT
HERE, FROM
US.

GO IASHAK
MOITAIQOZZA
NOJAZ GO

YOU ALL KEEP
CALLING HIM
KIYOHARU, BUT
MAYBE YOU
SHOULD RETHINK
THAT NOW THAT
HE'S A PRO.





...BUT IT'S JUST A MATTER OF HAVING GOTTEN A LATE START. KIYOHARU WILL CATCH UP IN A FEW YEARS.

THERE'S A FORMIDABLE WHIZ OF THE SAME AGE NAMED AKIRA TOYA...



YEAH, I GUESS THAT'S ABOUT ALL WE CAN DO.

C'MON, WE'RE ROOTING FOR KIYOHARU!



YOSHI-KAWA SENSEI...

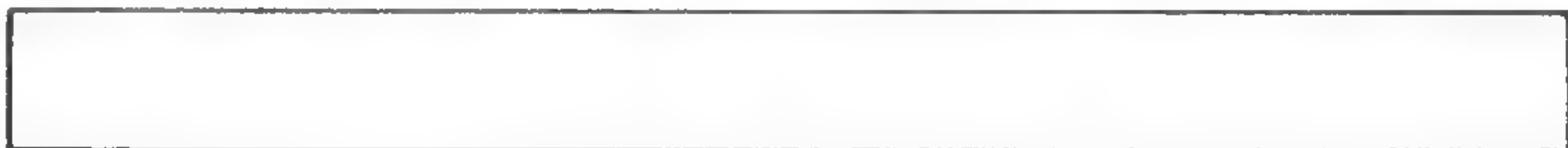
REST ASSURED, KIYOHARU WON'T DISAPPOINT YOU.



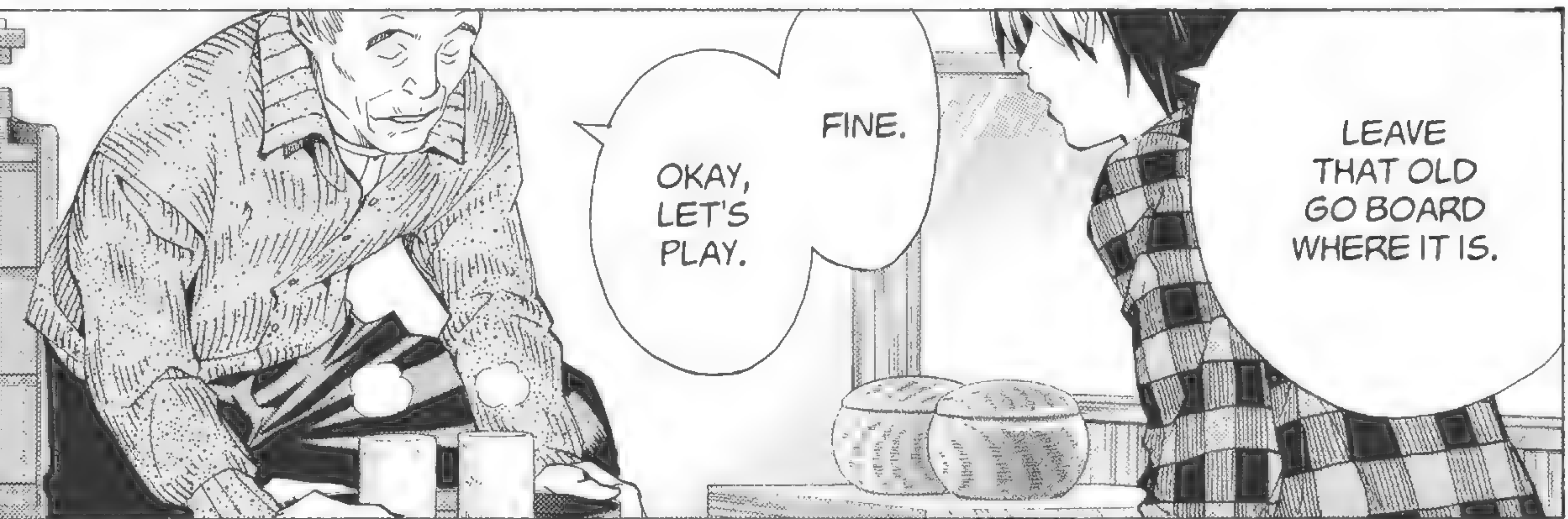
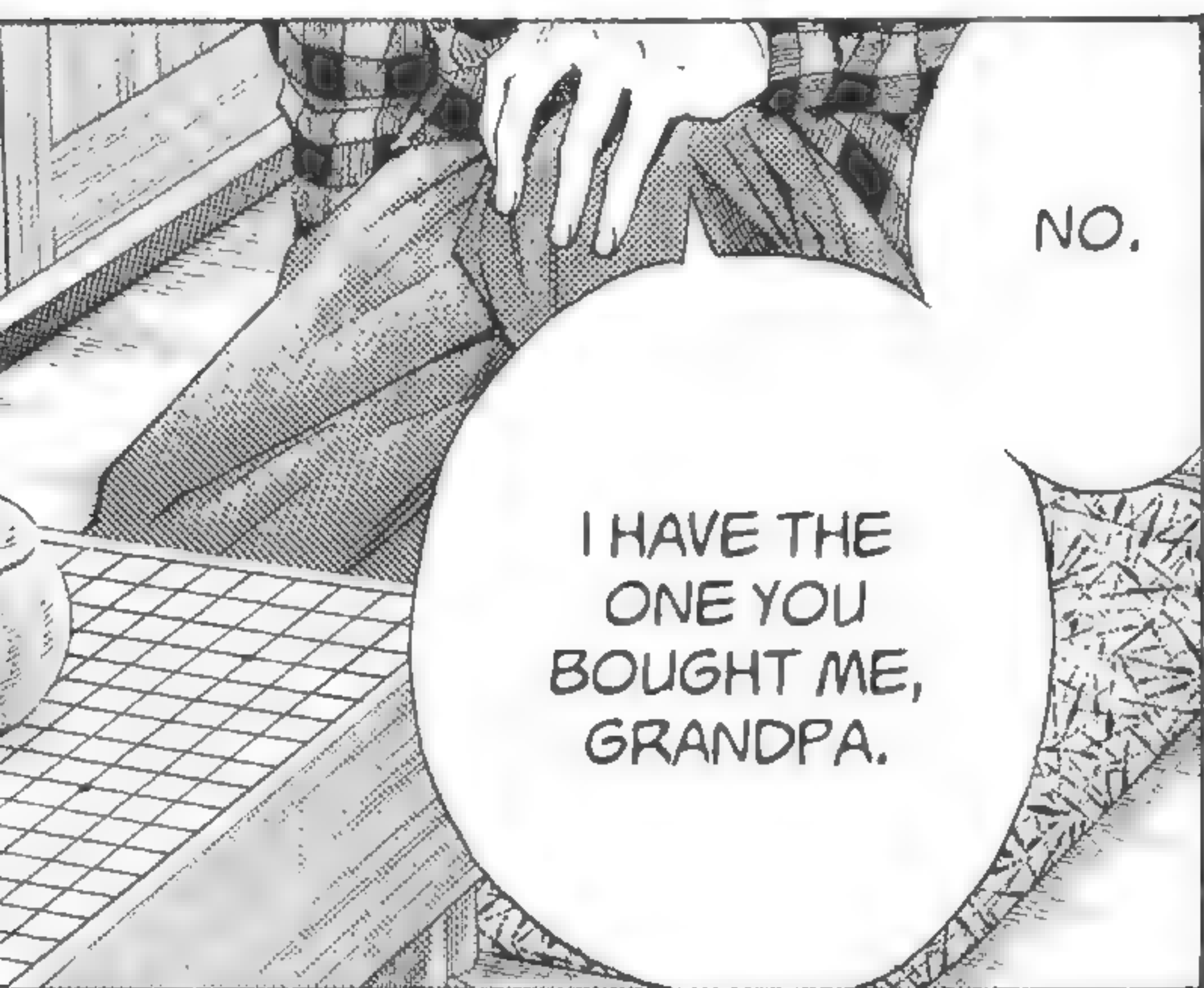
YOSHIKAWA SENSEI, EVEN YOU SEEM TO THINK KIYOHARU'S NAILED A SPOT ON THE TEAM.

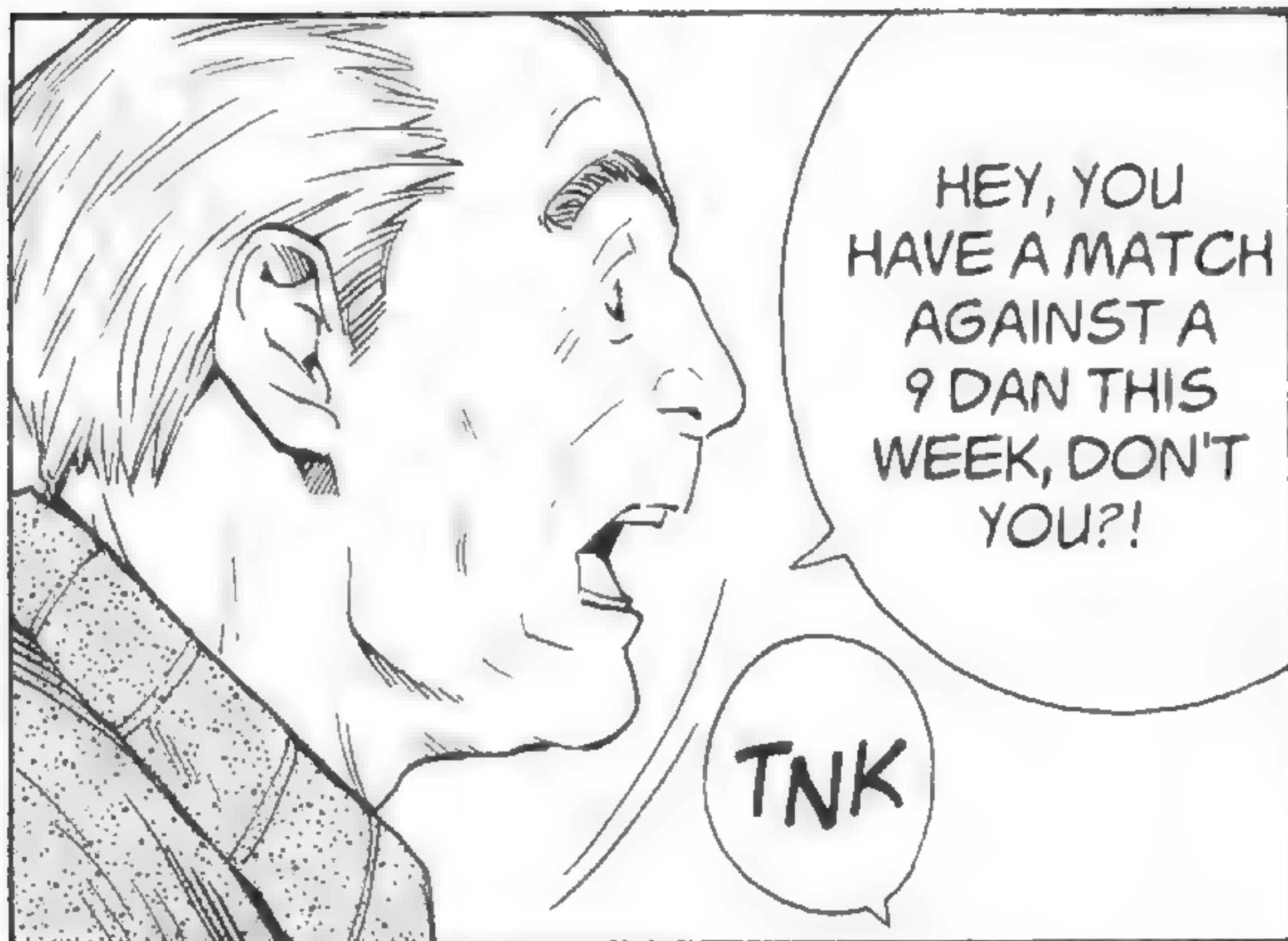
HA HA...

IN THE MEANTIME, I LOOK FORWARD TO HIS ROLE IN THE HOKUTO CUP.









HEY, YOU
HAVE A MATCH
AGAINST A
9 DAN THIS
WEEK, DON'T
YOU?!

TNK



WHAT
WAS THE
NAME...?



I DON'T
NEED TO PUT
STONES DOWN
AGAINST MY
OWN
GRANDSON!

LOOKS
LIKE I'M
BLACK.

PUT
SOME
HANDICAP
STONES
DOWN.



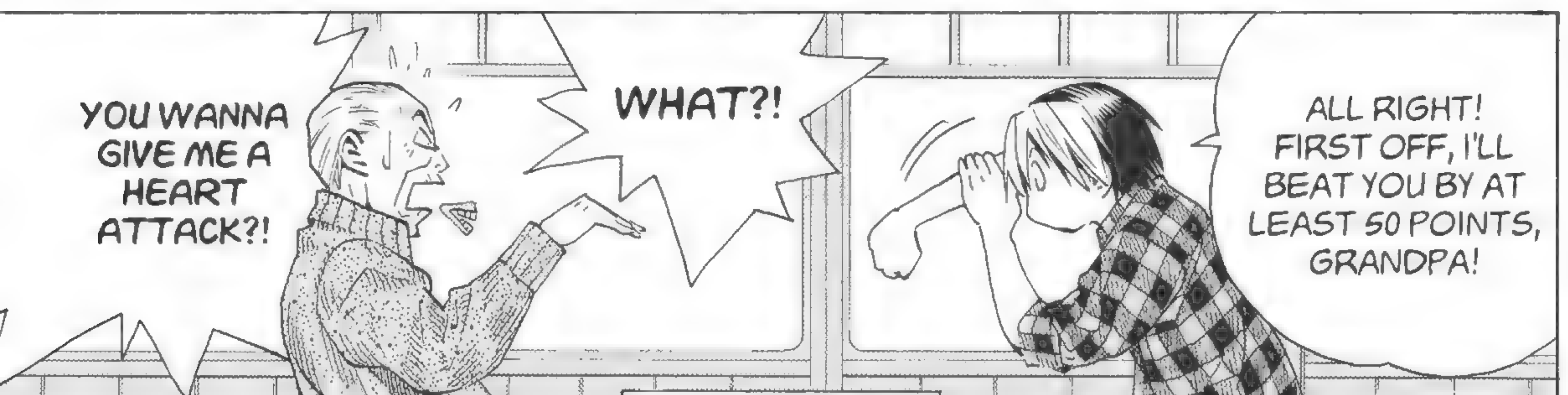
MORISHITA
9 DAN VS.
SHINDO
SHODAN.

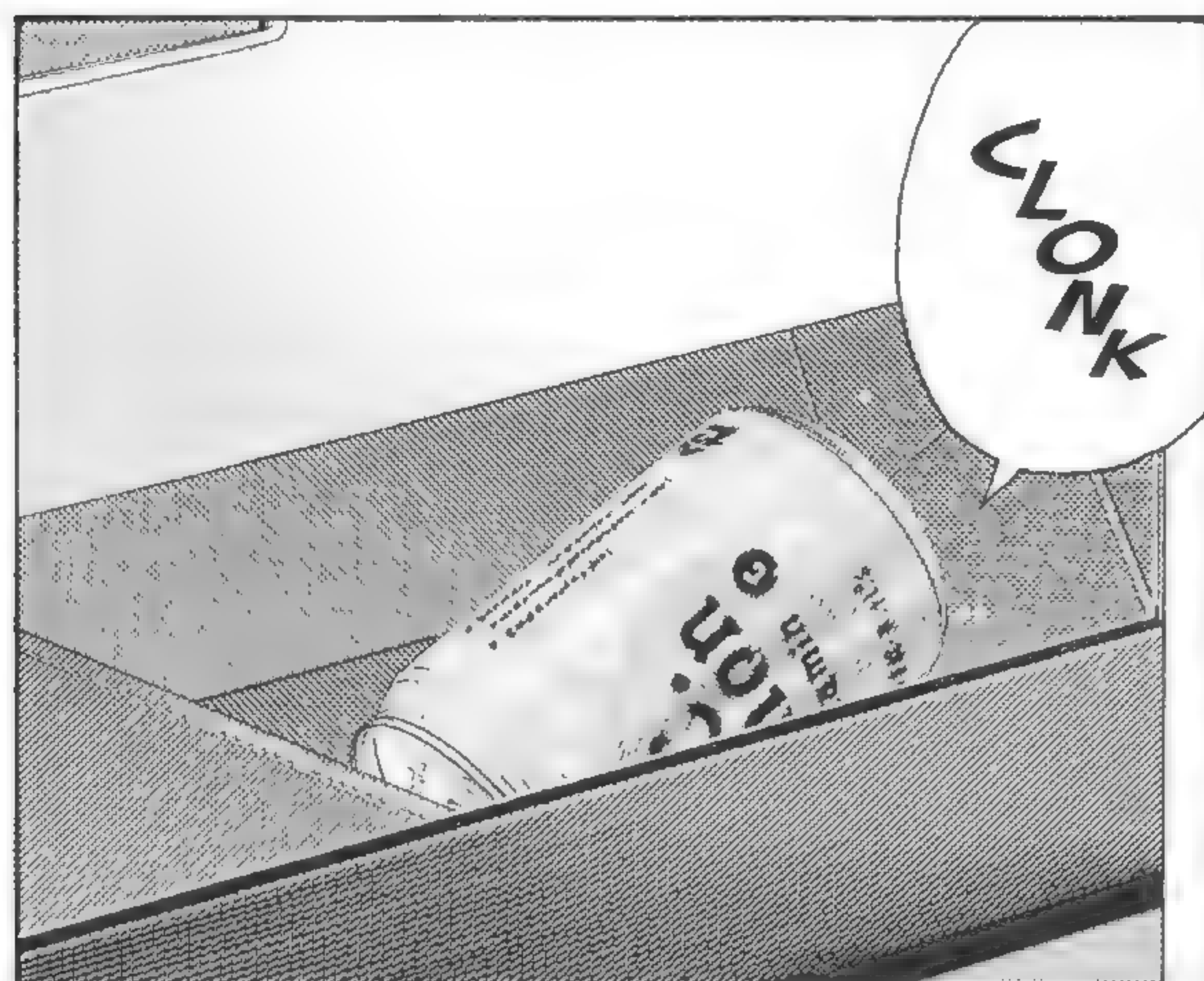
OH...
HERE
IT IS.

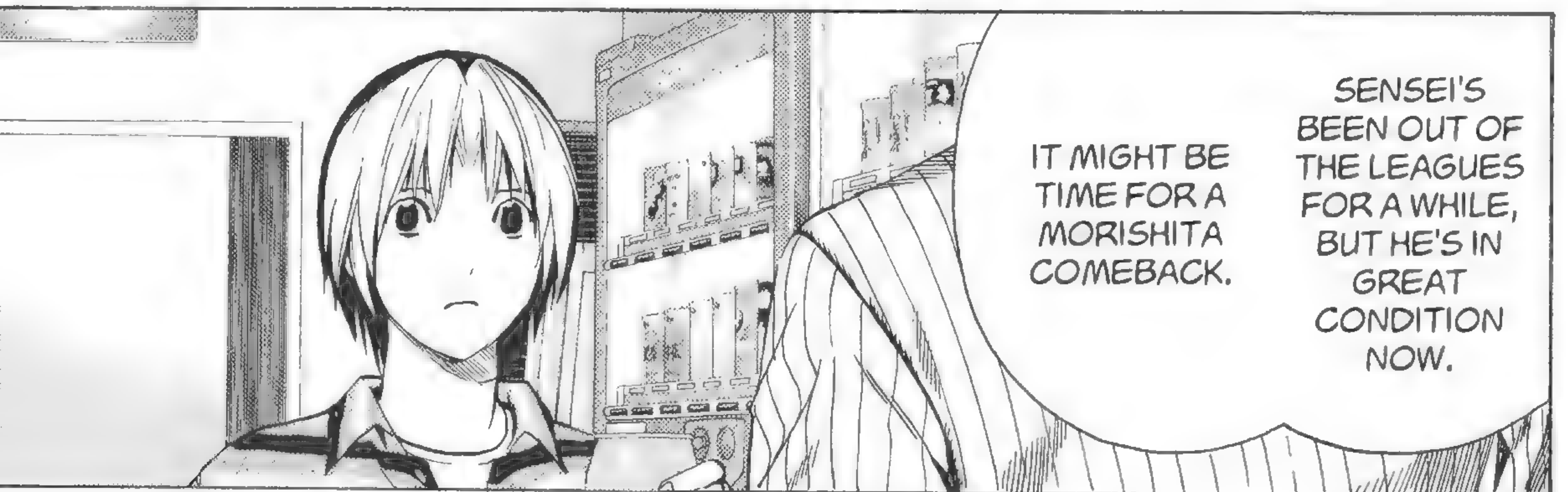
[Go Weekly]



GRANDPA,
EVERY WEEK
I GO TO
MORISHITA
SENSEI'S
STUDY
GROUP.









...PLAYED
MORISHITA
SENSEI IN
AN
OFFICIAL
MATCH?

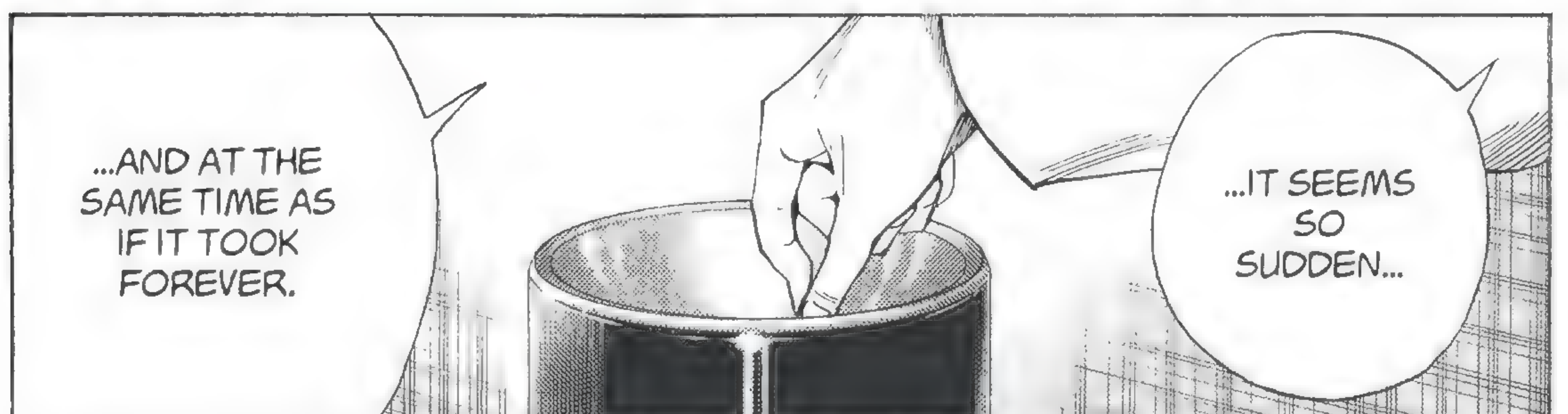
SAEKI,
HAVE YOU
EVER...

GUESS
I'LL GET
GOING.

NO.

I'M LOOKING
FORWARD TO
YOUR GAME
WITH HIM.











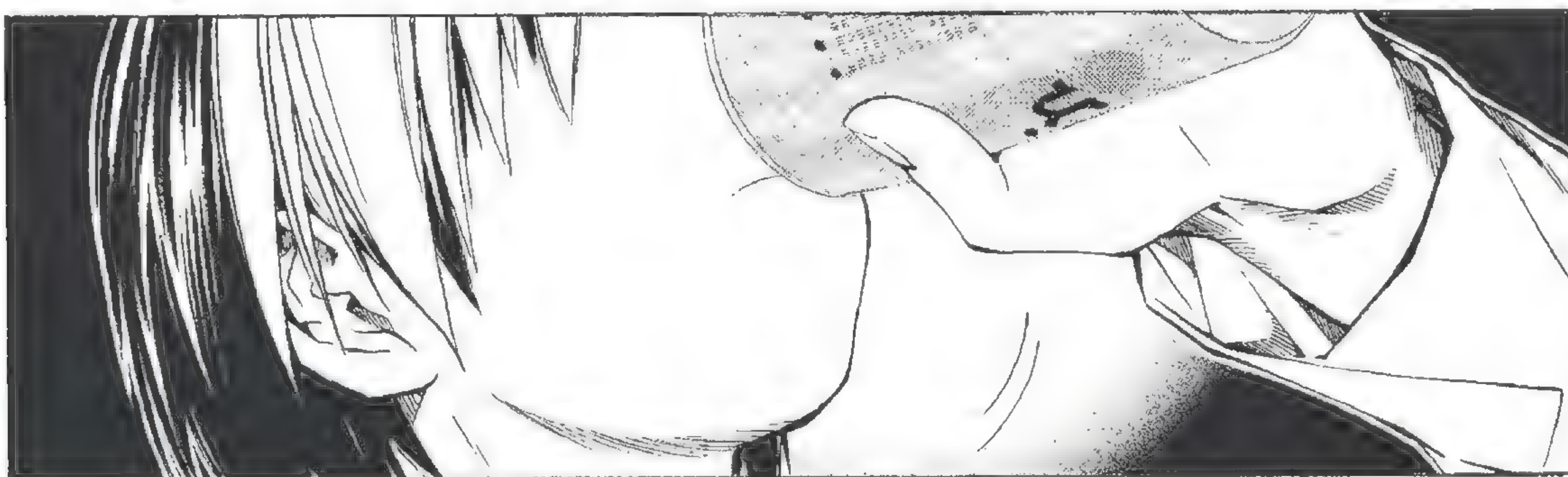
THE 57TH
HON'INBO
LEAGUE,
FIFTH
ROUND.

SEIJI OGATA
JUDAN,
GOSEI
VS.
AKIRA TOYA
3 DAN



...BUT THIS
IS OUR
FIRST PRO
TOURNAMENT
MATCH.

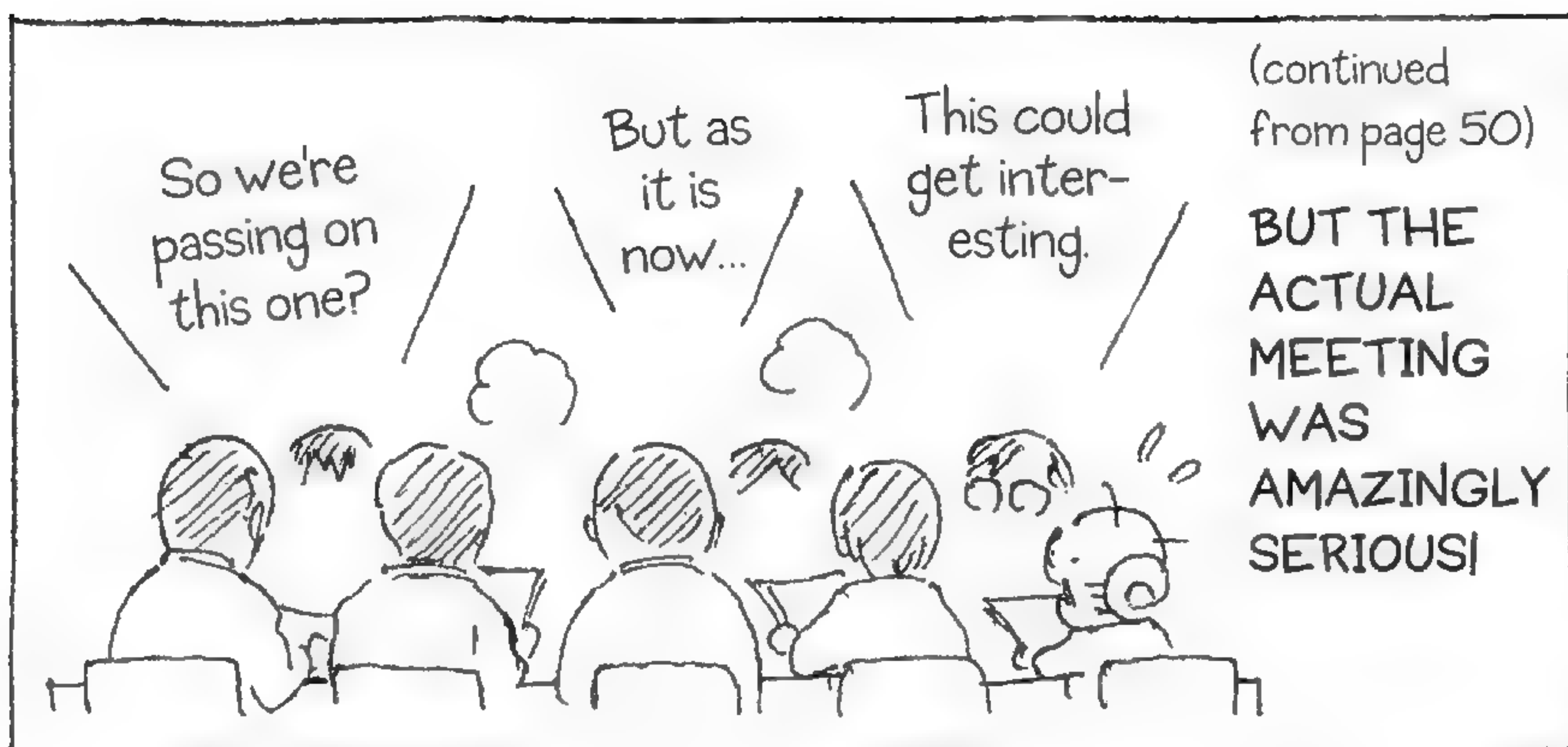
MORNING.



KTNK

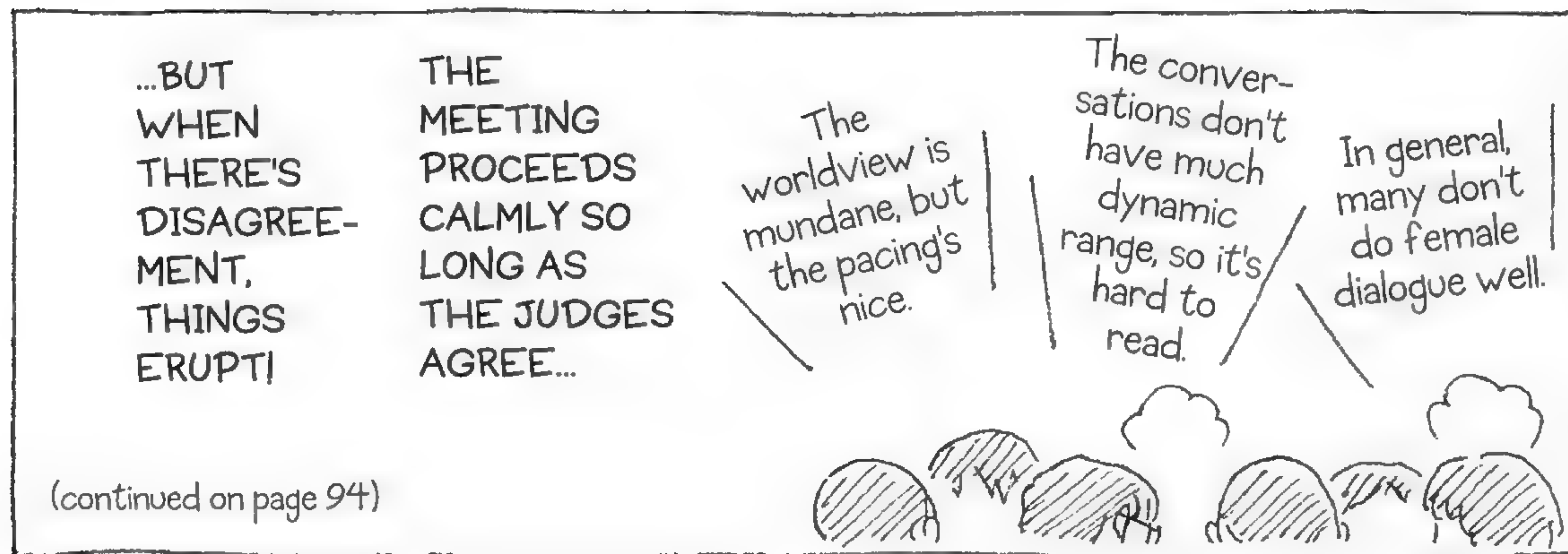
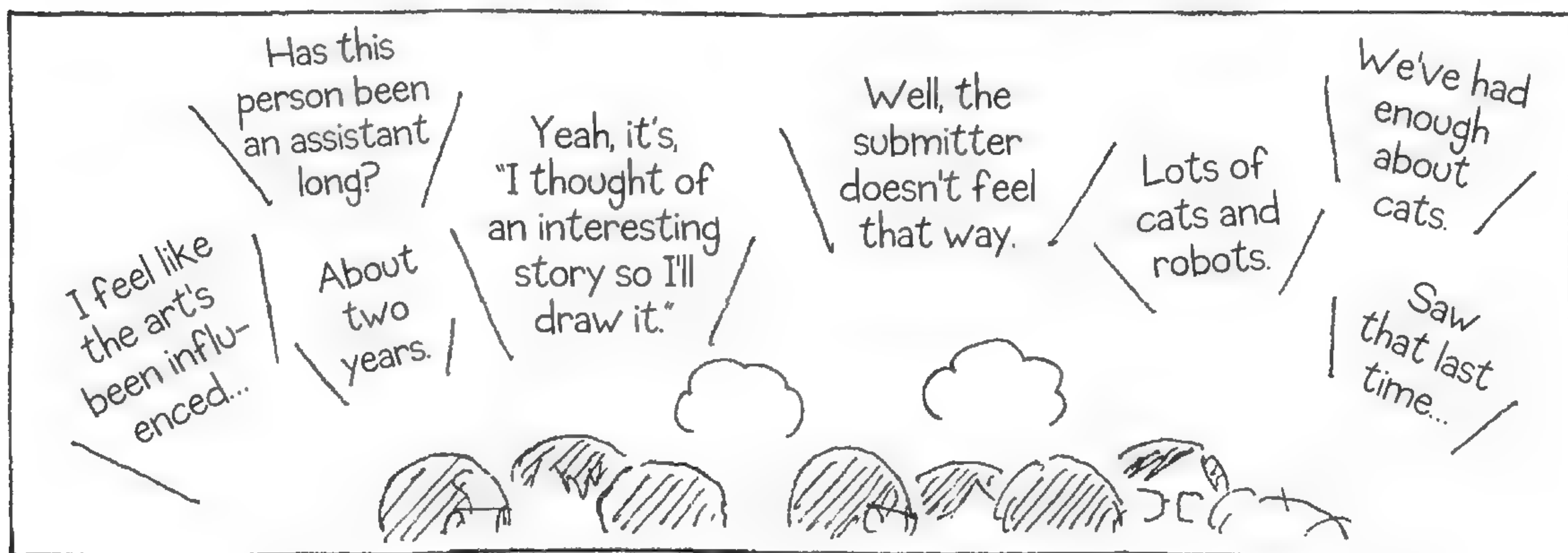
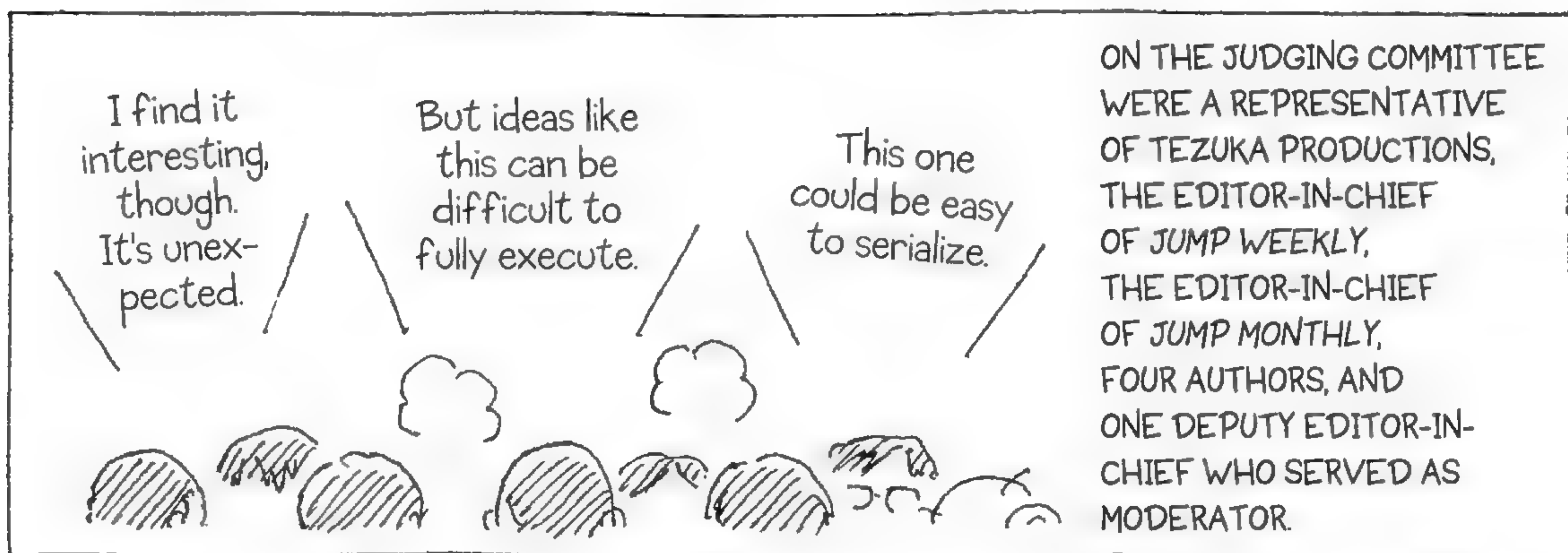


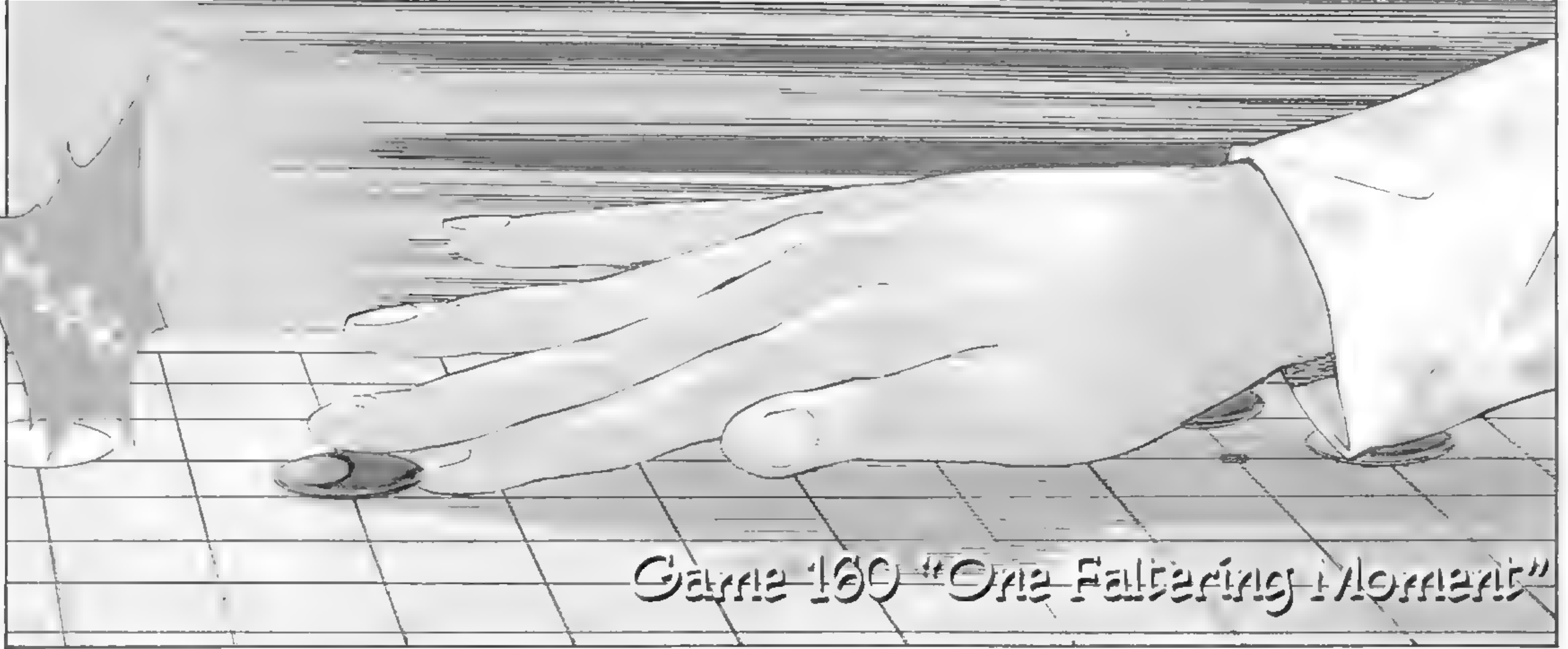




HIKARU NO GO STORYBOARDS

(47)
YUMI HOTTA





Garia 180 "One Faltering Moment"



HE'S GOT
MOMENTUM,
THIS KID.

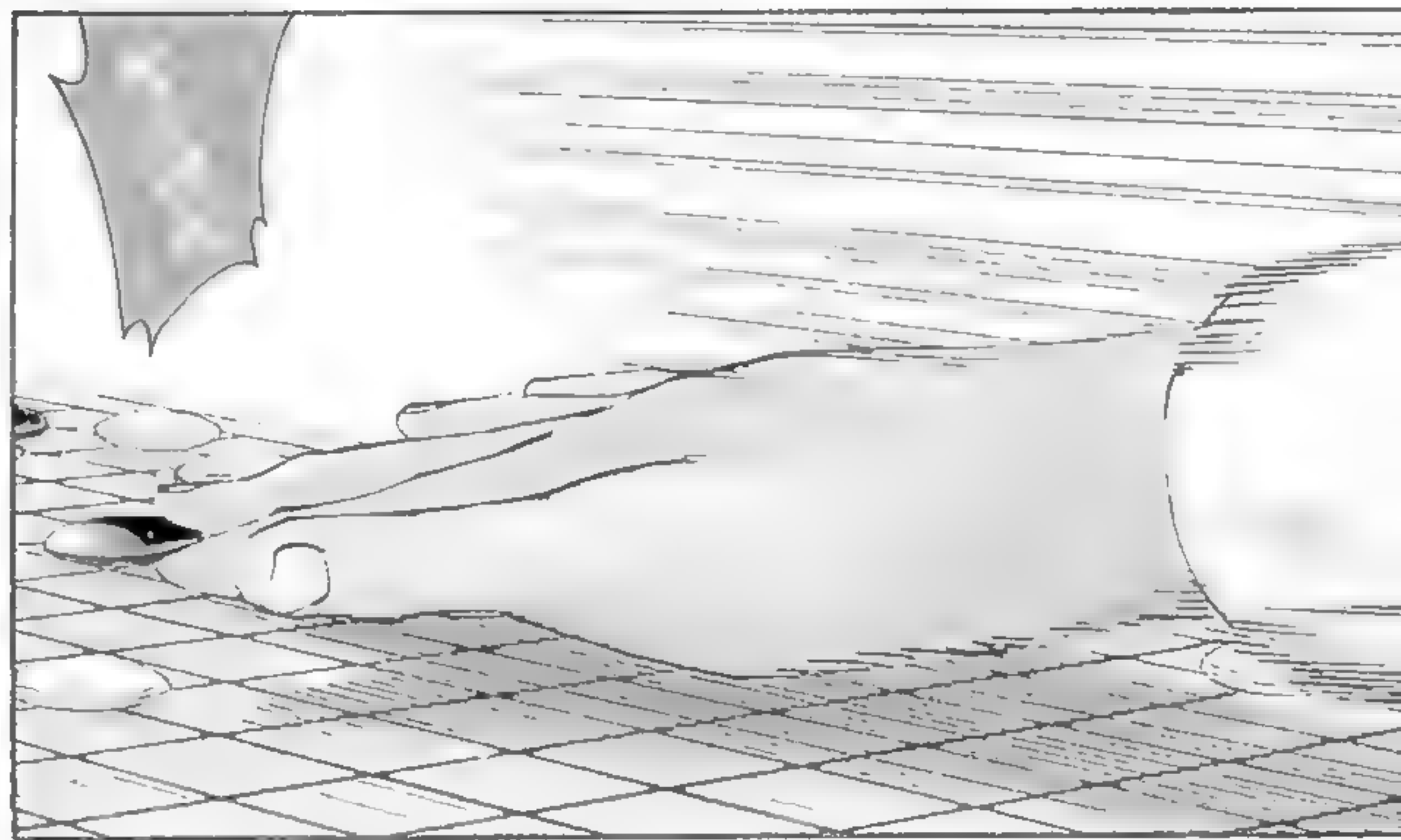
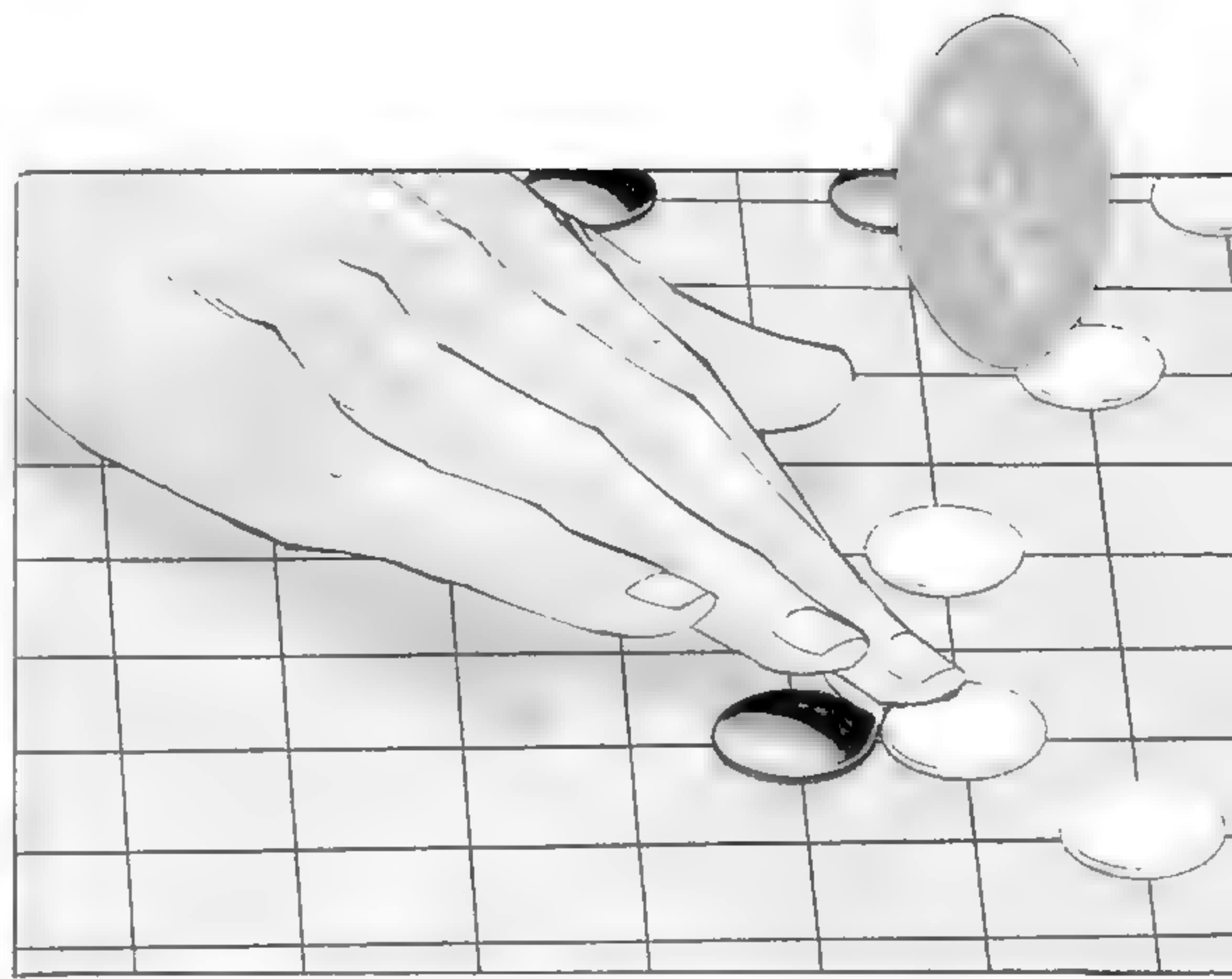


I'LL HOLD BACK
FOR A BIT AND
RESERVE MY
STRENGTH.

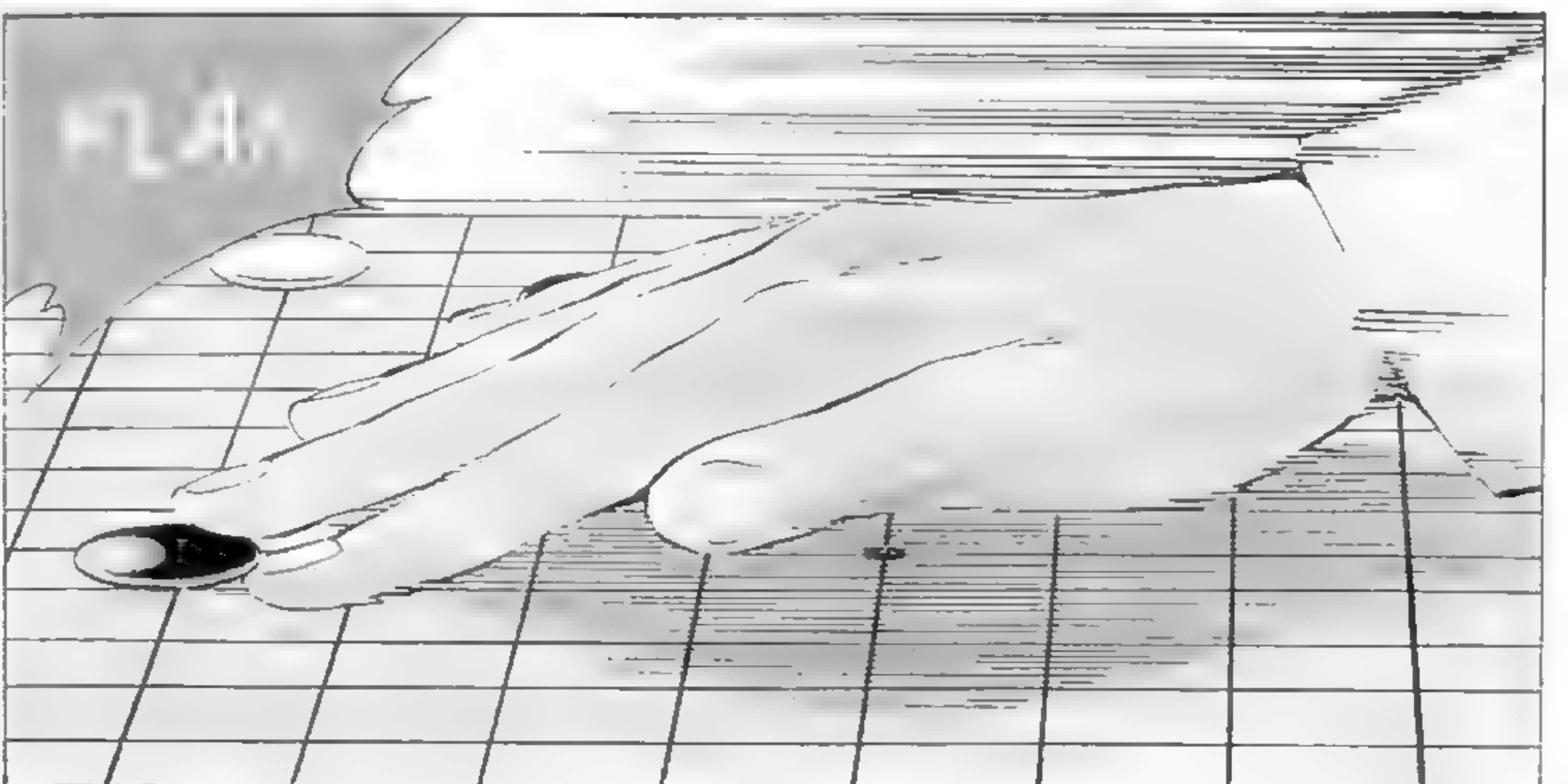
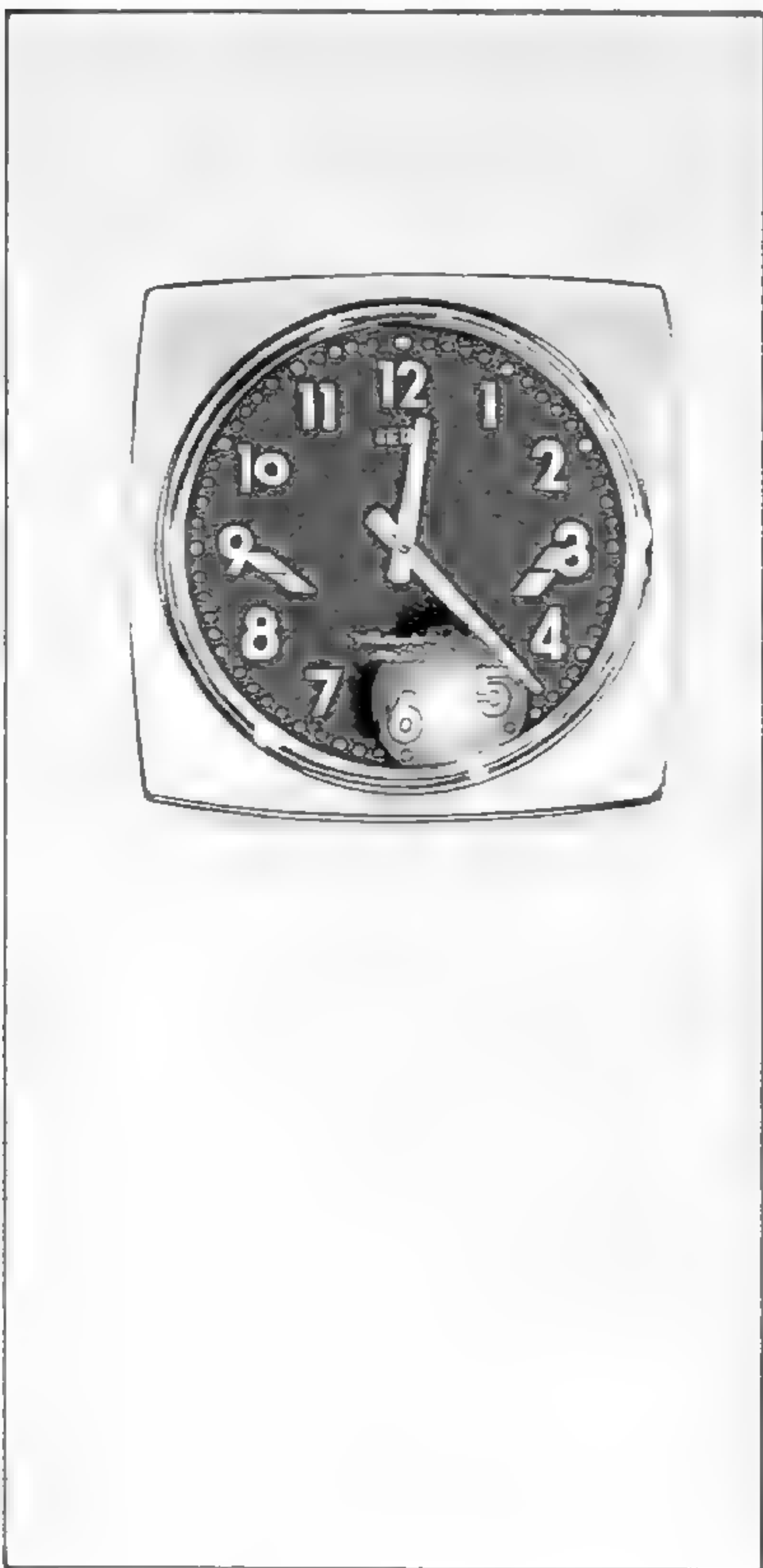


Game 160 "One Faltering Moment"











WHO IS
IT YOU'RE
PLAYING?

THE PACE OF
OUR GAME THIS
MORNING WAS
REALLY SLOW.
WE ONLY PLAYED
21 MOVES.



HE BELONGS
TO YOUR
STUDY
GROUP,
DOESN'T HE?

I HATE TO ADMIT
IT, BUT HE'S GOT
MORE TALENT
THAN ANY OF MY
OTHER STUDENTS.
AND IN TERMS OF
PURE STRENGTH
HE MIGHT EVEN
BEAT ME.

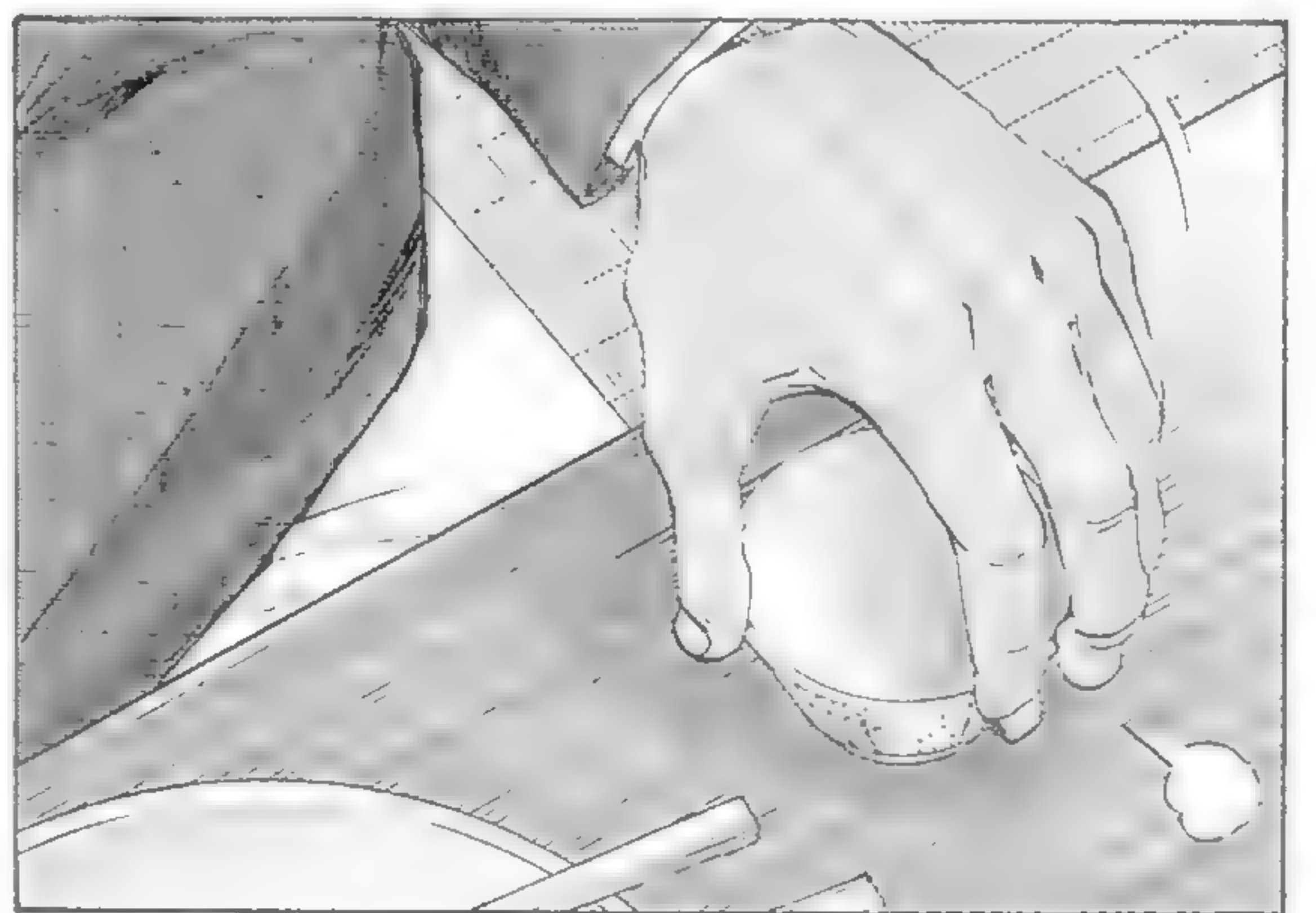
YES, FOR
THE PAST
TWO YEARS.
SO I KNOW
HIM PRETTY
WELL.

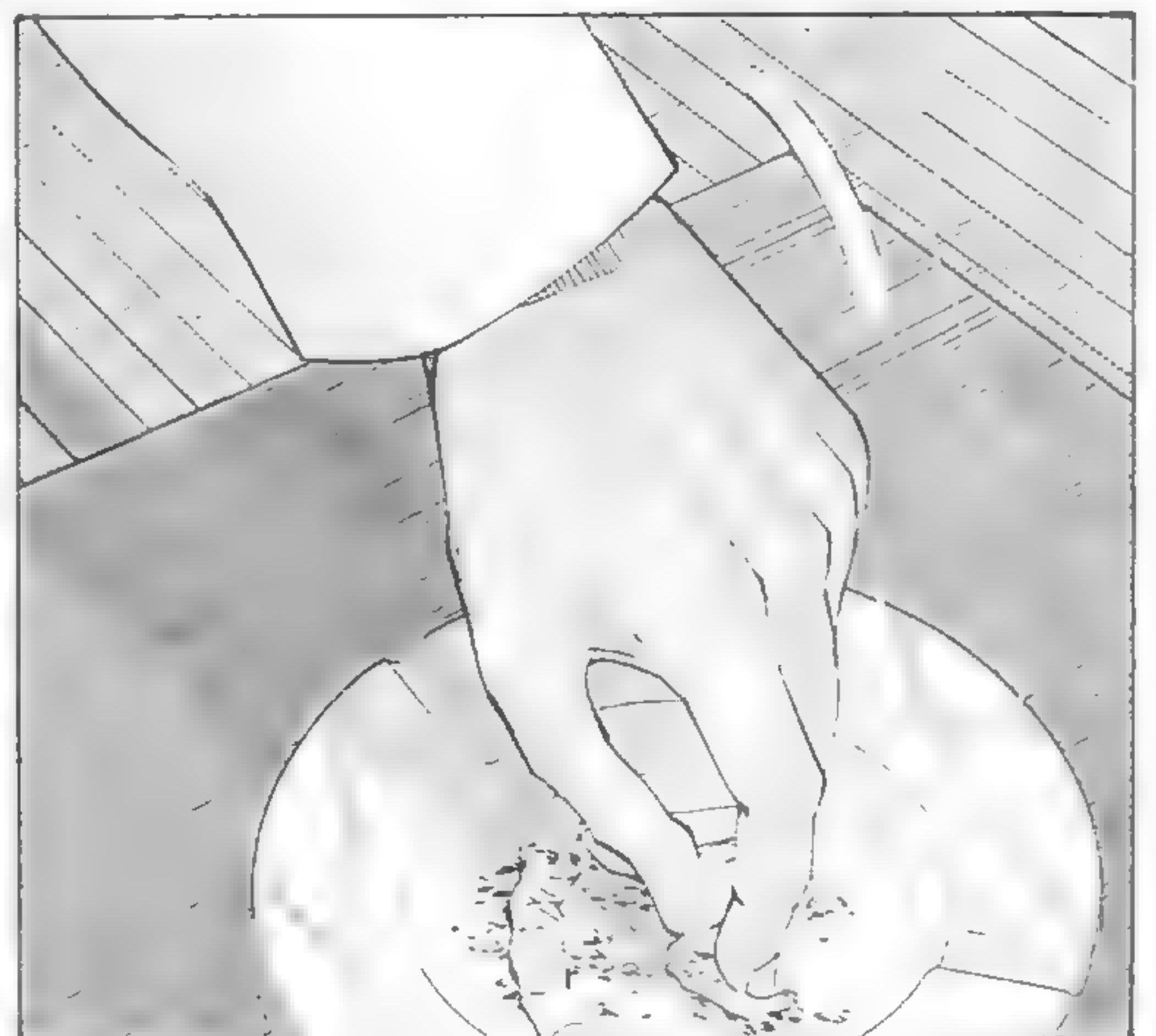


MIZOGUCHI,
I GUESS IT'S
ALWAYS
LIKE THIS
AGAINST
HIM.
HA HA...



MORISHITA,
YOU'RE
PLAYING
SHINDO,
AREN'T YOU?







IF SENSEI
TAKES
OUT THE
LOWER
AREA,
I'LL PUSH
INTO THE
TOP IN
RETURN.



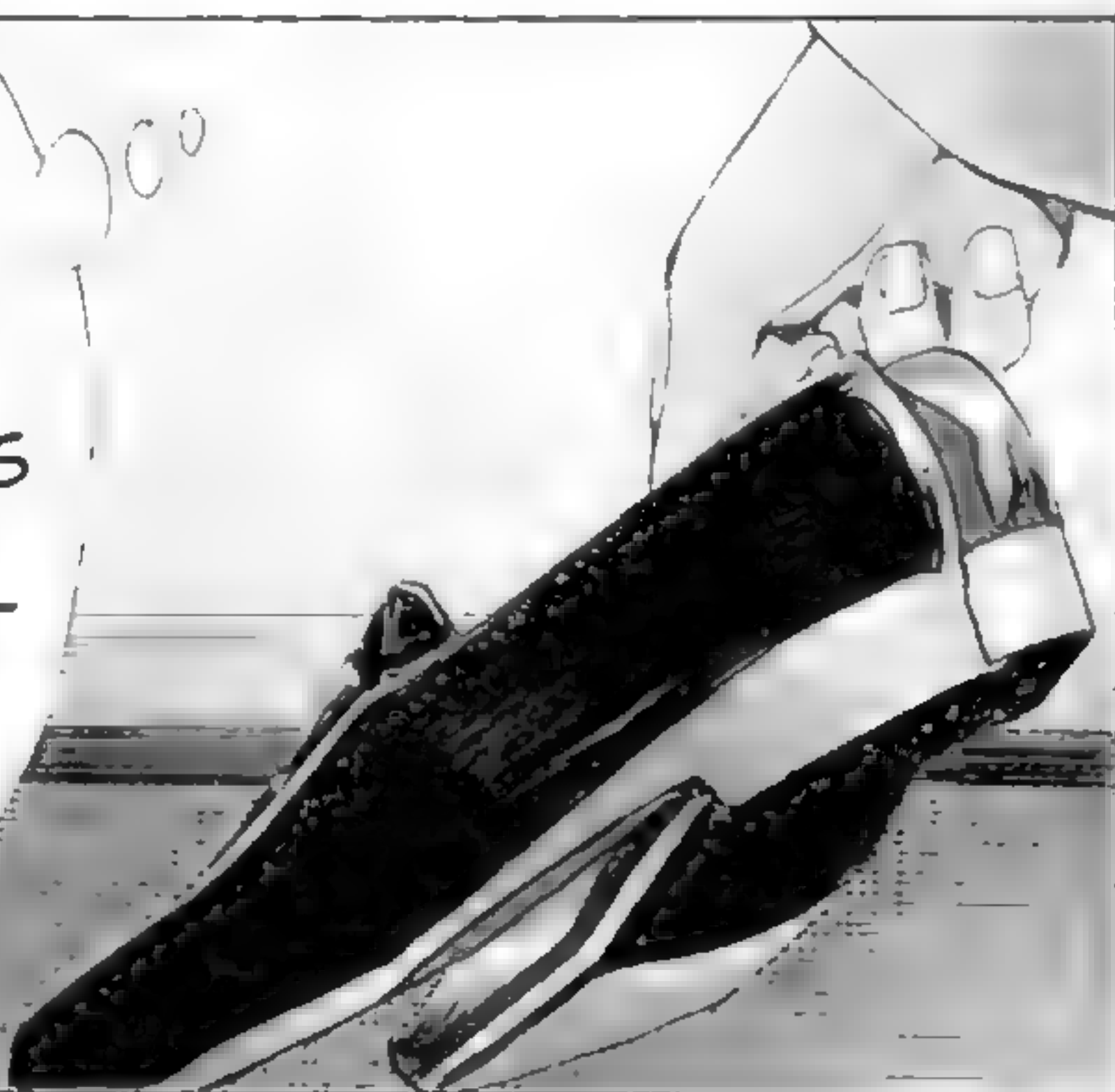
THE GAME'S
GOING IN MY
FAVOR, SO
I'LL STAY THE
COURSE.



OGATA
HAS BEEN
FATHER'S
STUDENT
SINCE
BEFORE I
WAS BORN.



BESIDES
FATHER,
HE'S THE
ONE WHO'S
PLAYED
THE MOST
GAMES
WITH ME.





BUT THAT
MOVE TOYA
MADE IN THE
UPPER RIGHT
WAS GOOD.

I DUNNO...
OGATA'S GOT THE
"BIG BROTHER"
THING OVER
TOYA.

THIS GAME
BETWEEN
OGATA
SENSEI AND
AKIRA TOYA
LOOKS TO
BE INTER-
ESTING.



IT'S
CONFIDENCE I
GAINED THROUGH
PLAYING OGATA
AT OUR STUDY
GROUPS.



HE MIGHT
HAVE THE
POTENTIAL
TO SURPASS
HIS FATHER.

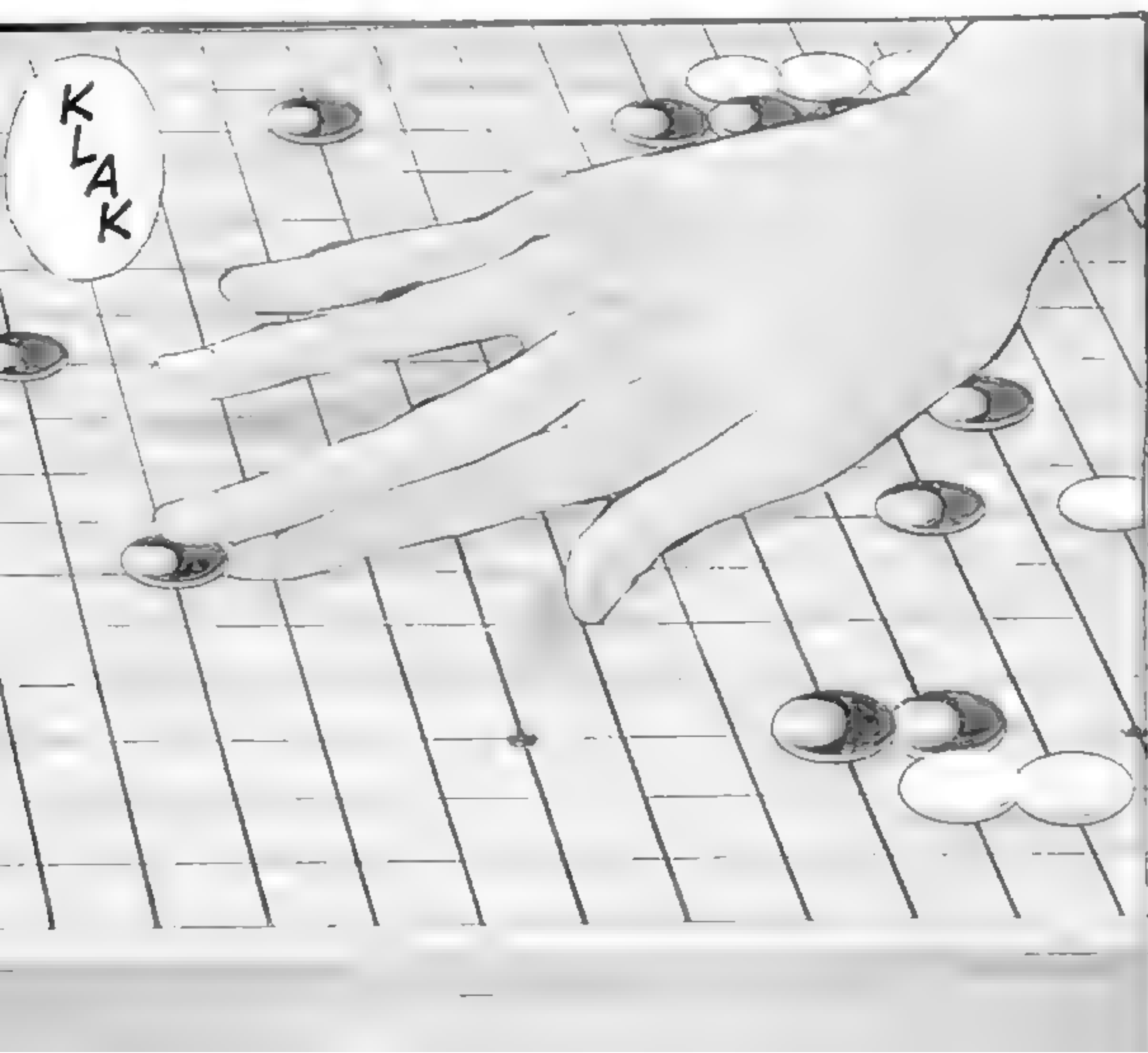


IT'S
FEELING
GOOD.
I HAVE
CONFI-
DENCE.

I CAN
HANDLE
THIS
GAME.







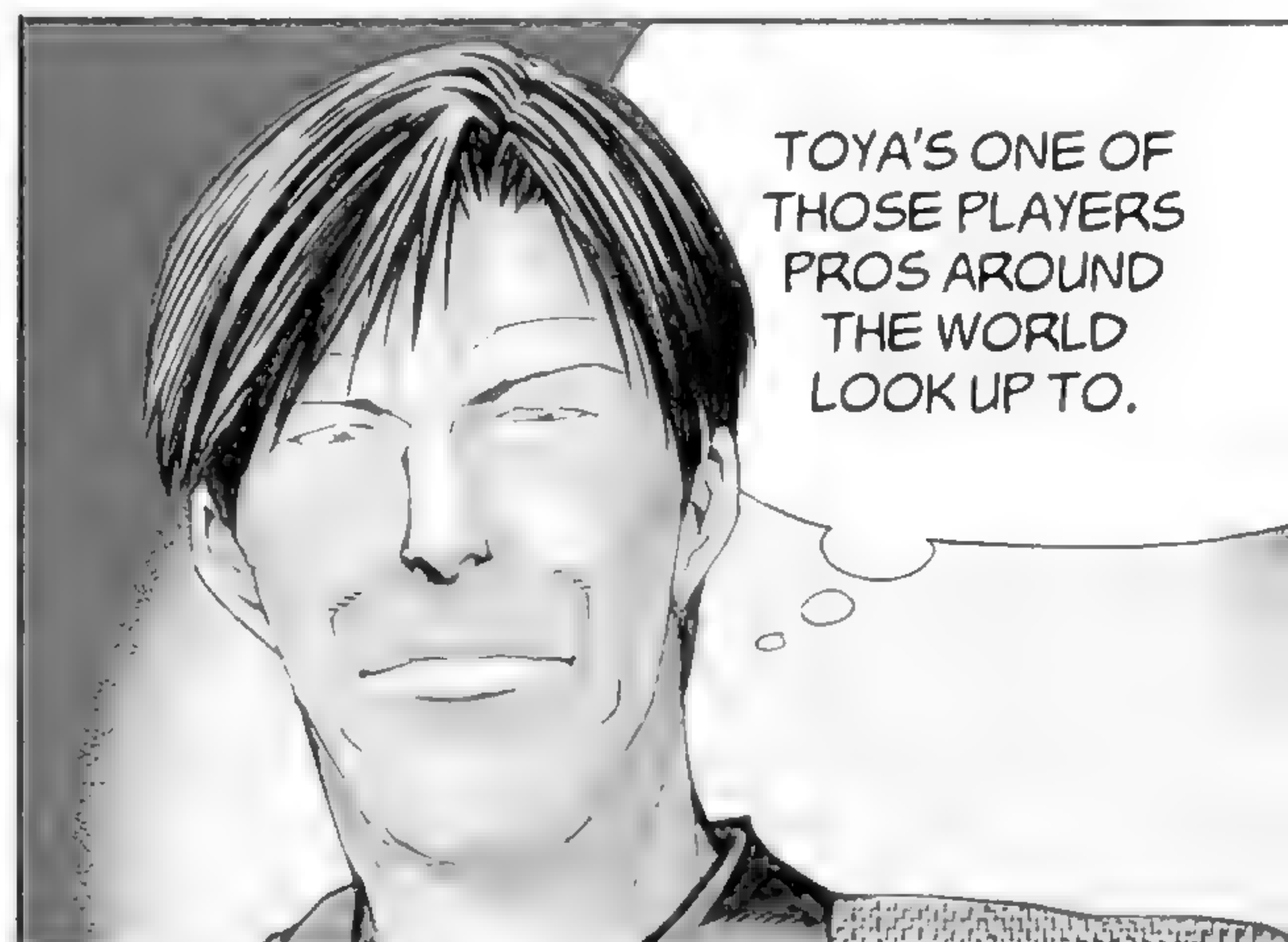


KO YONG HA WAS PROBABLY NOT JUST DISAPPOINTED, BUT FRUSTRATED.

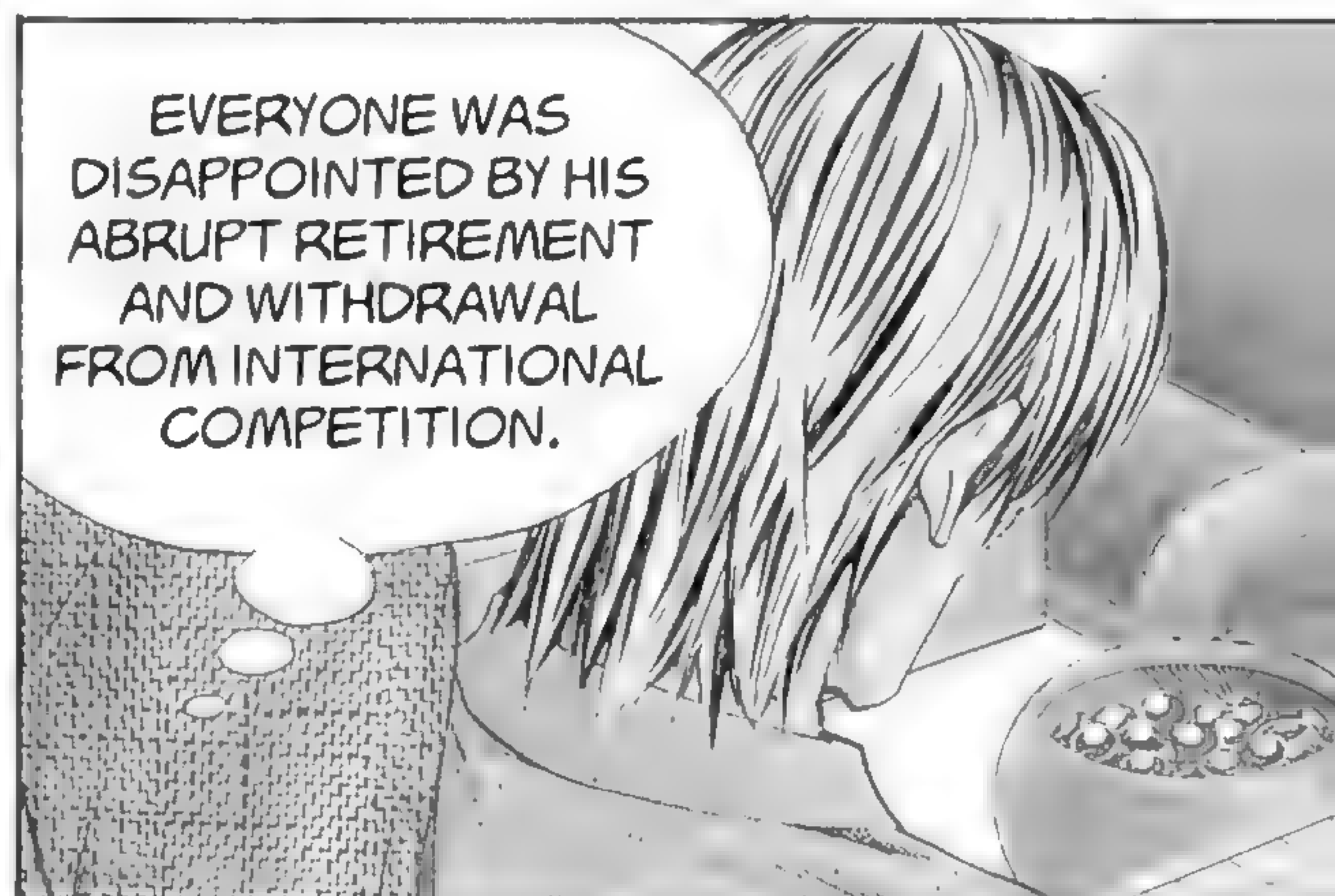
HE HAD JUST JOINED THE RANKS OF THE TOP PROS AND STARTED APPEARING IN INTERNATIONAL TOURNAMENTS WHEN TOYA RETIRED. HE NEVER GOT HIS SHOT.



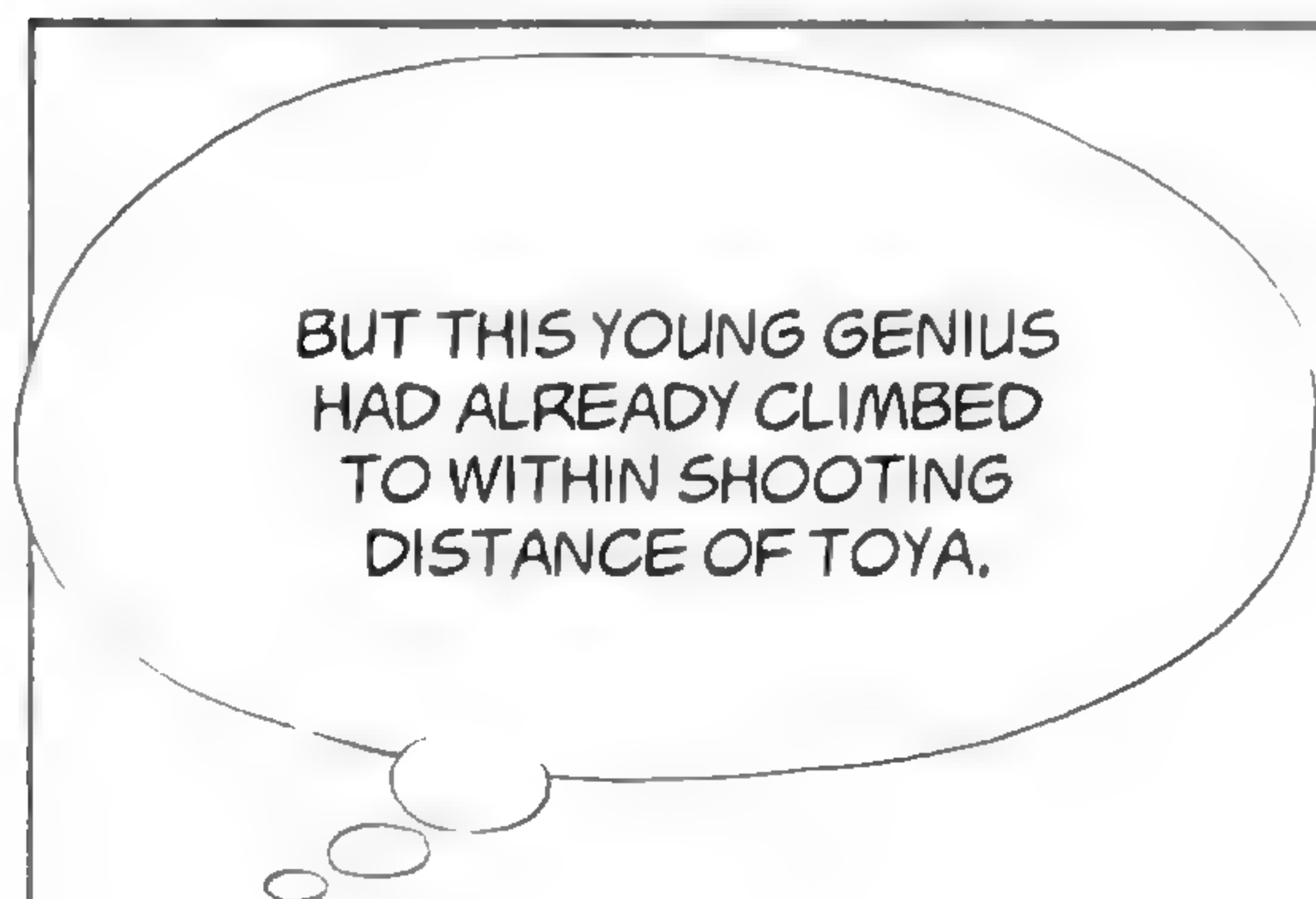
TOYA'S ONE OF THOSE PLAYERS PROS AROUND THE WORLD LOOK UP TO.

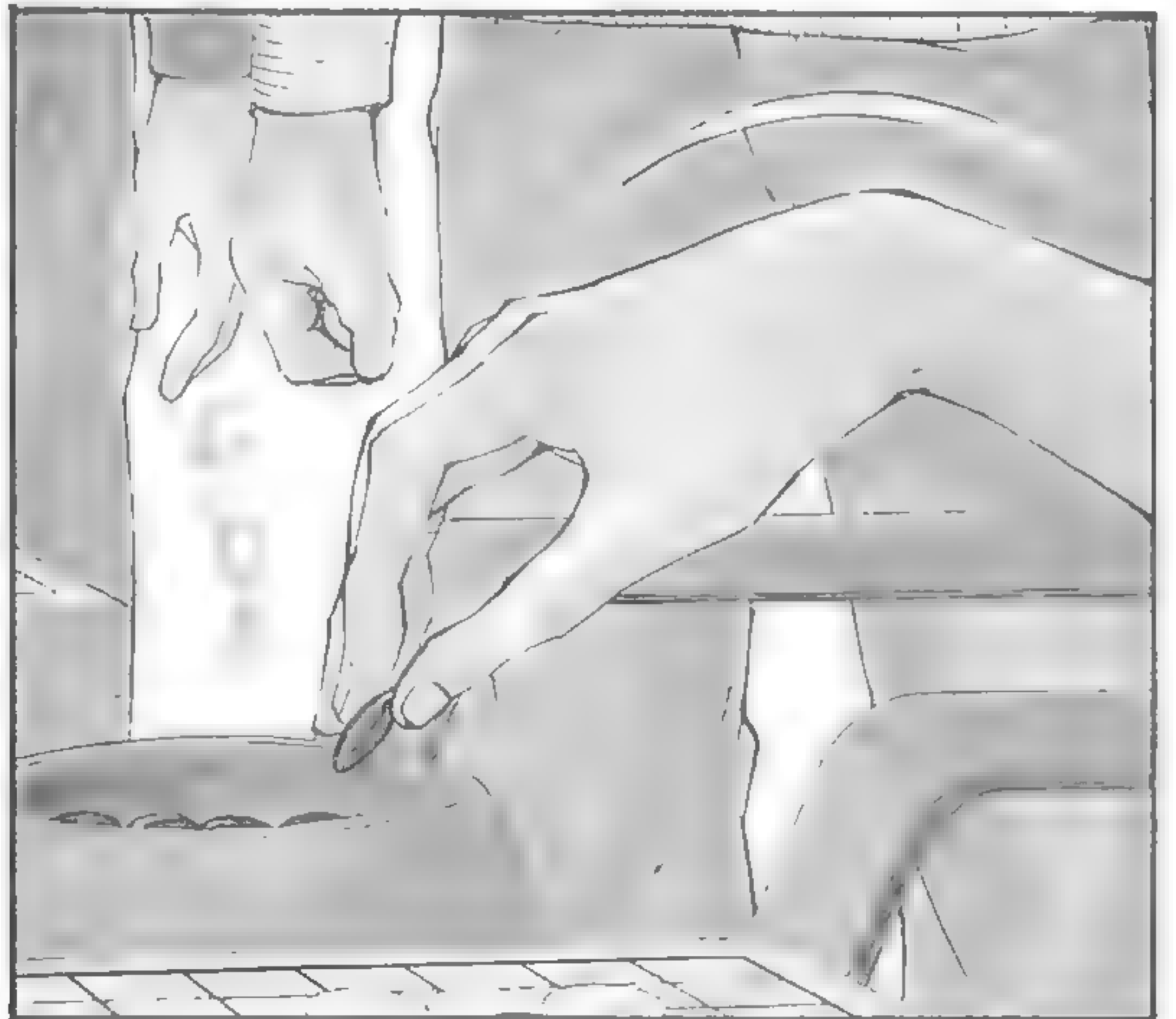


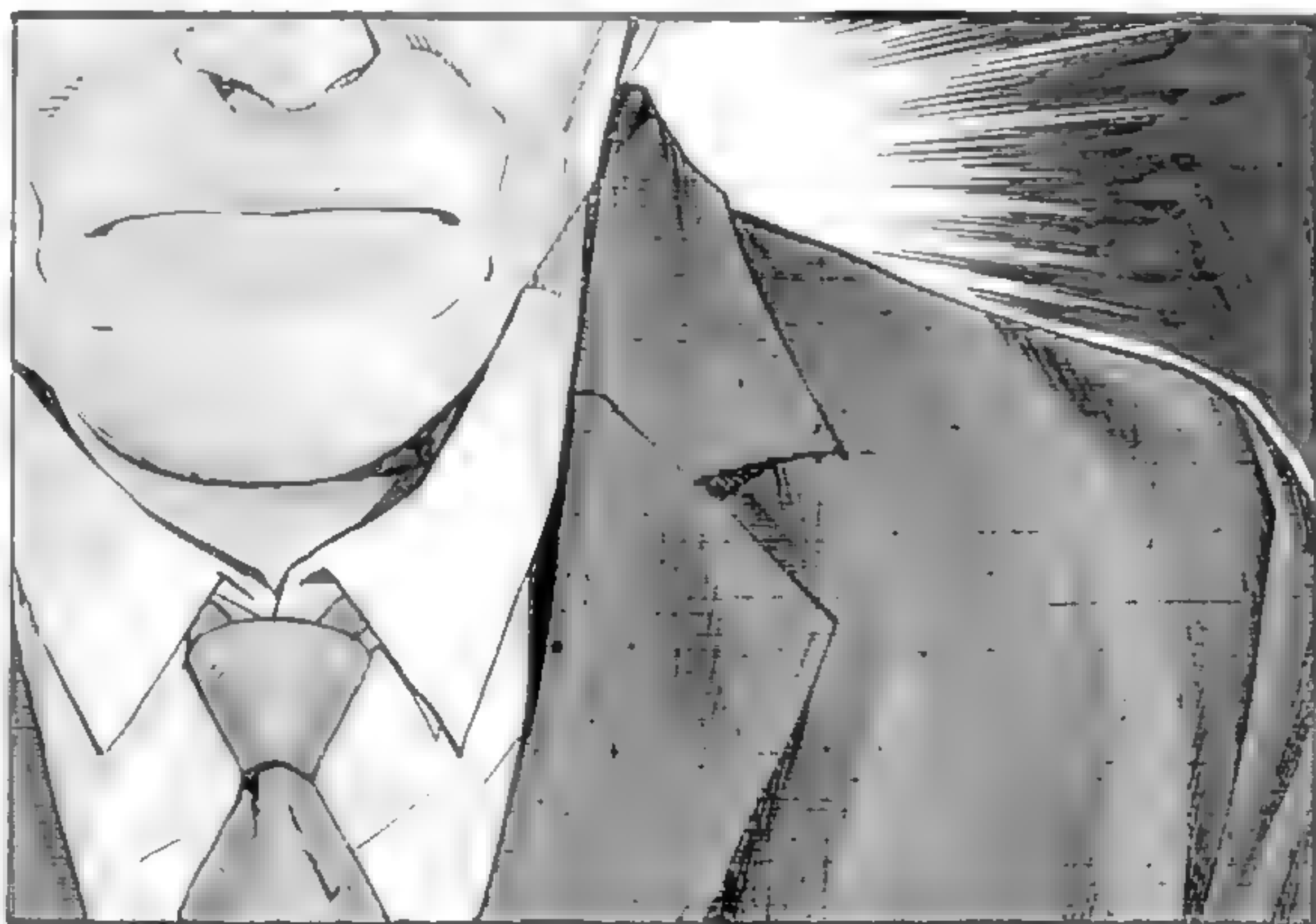
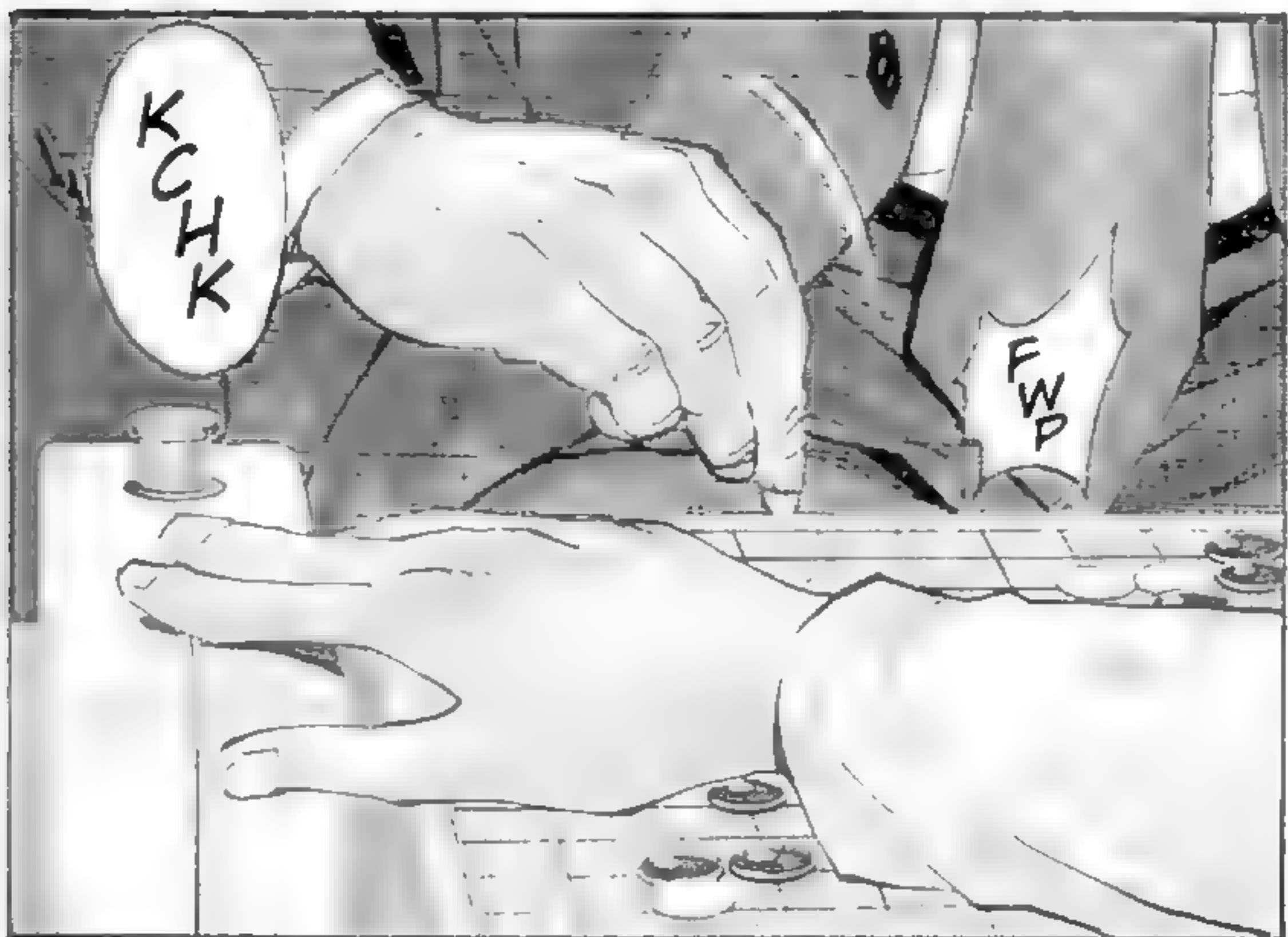
EVERYONE WAS DISAPPOINTED BY HIS ABRUPT RETIREMENT AND WITHDRAWAL FROM INTERNATIONAL COMPETITION.



BUT THIS YOUNG GENIUS HAD ALREADY CLIMBED TO WITHIN SHOOTING DISTANCE OF TOYA.









ONE
WRONG
MOVE
AND MY
GAME'S
SUNK.

STEADY
NOW...



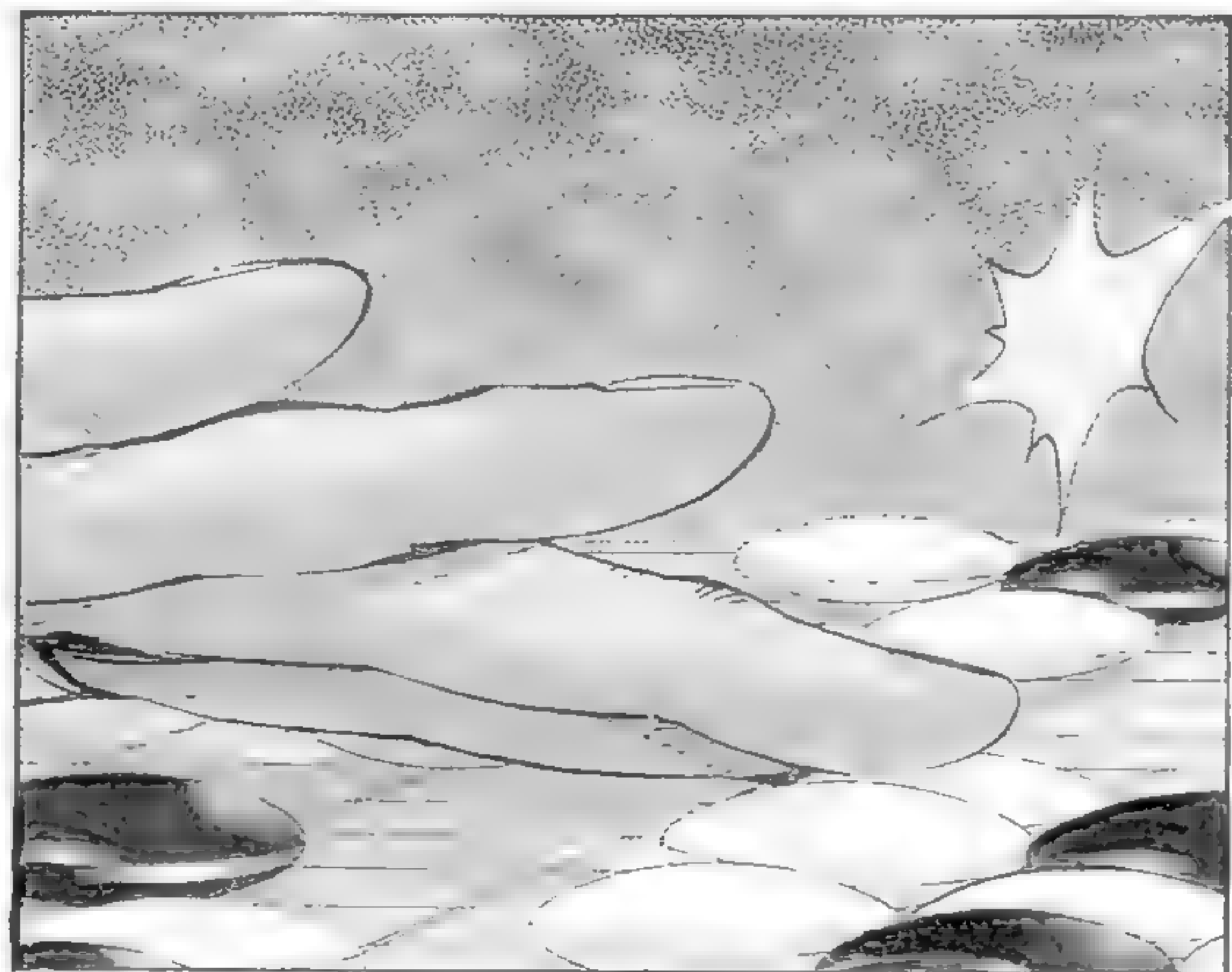
...DIFFER-
ENT
THIS
TIME...

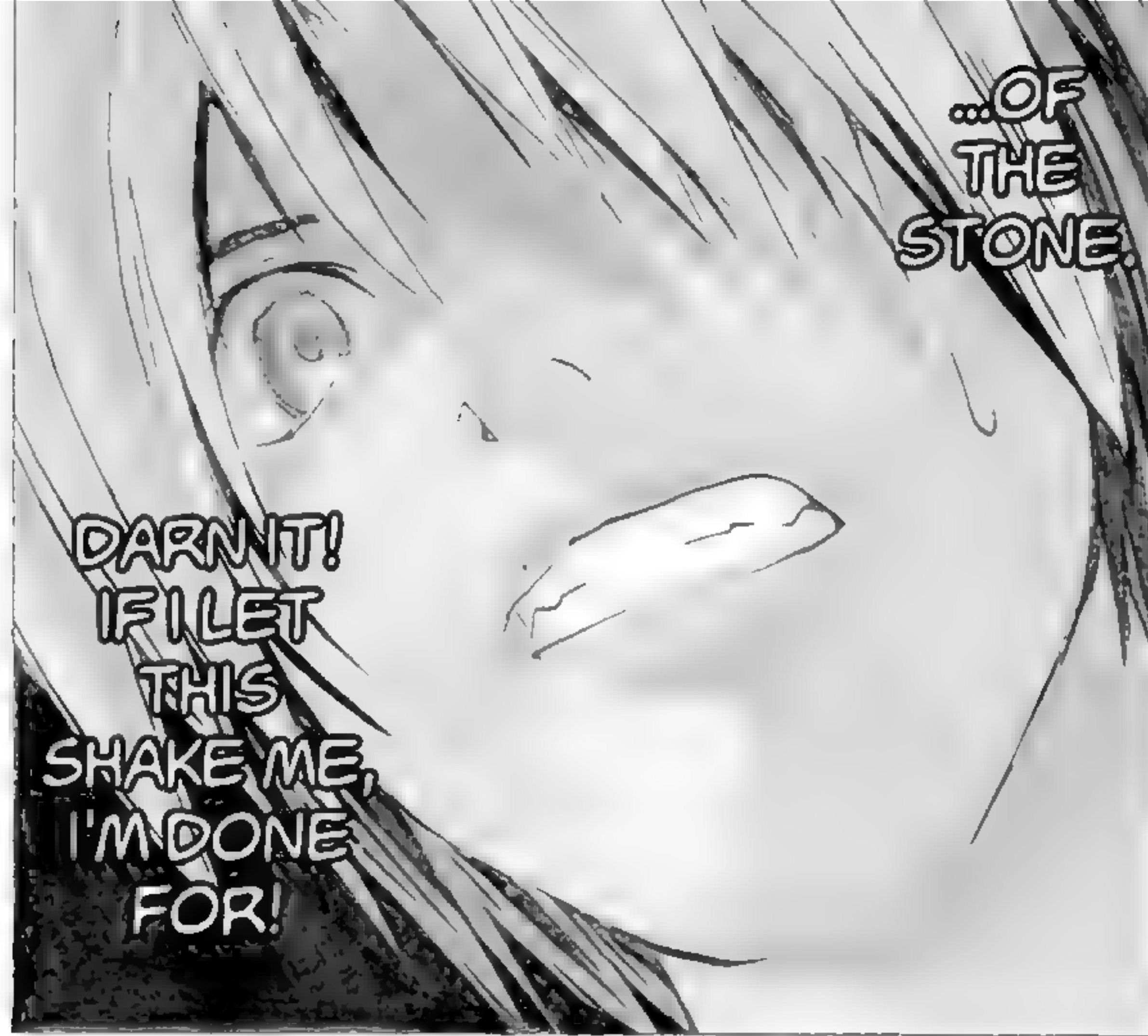
SOME-
THING'S...



...IS
PAIN-
FUL...

THE
ATMO-
SPHERE...





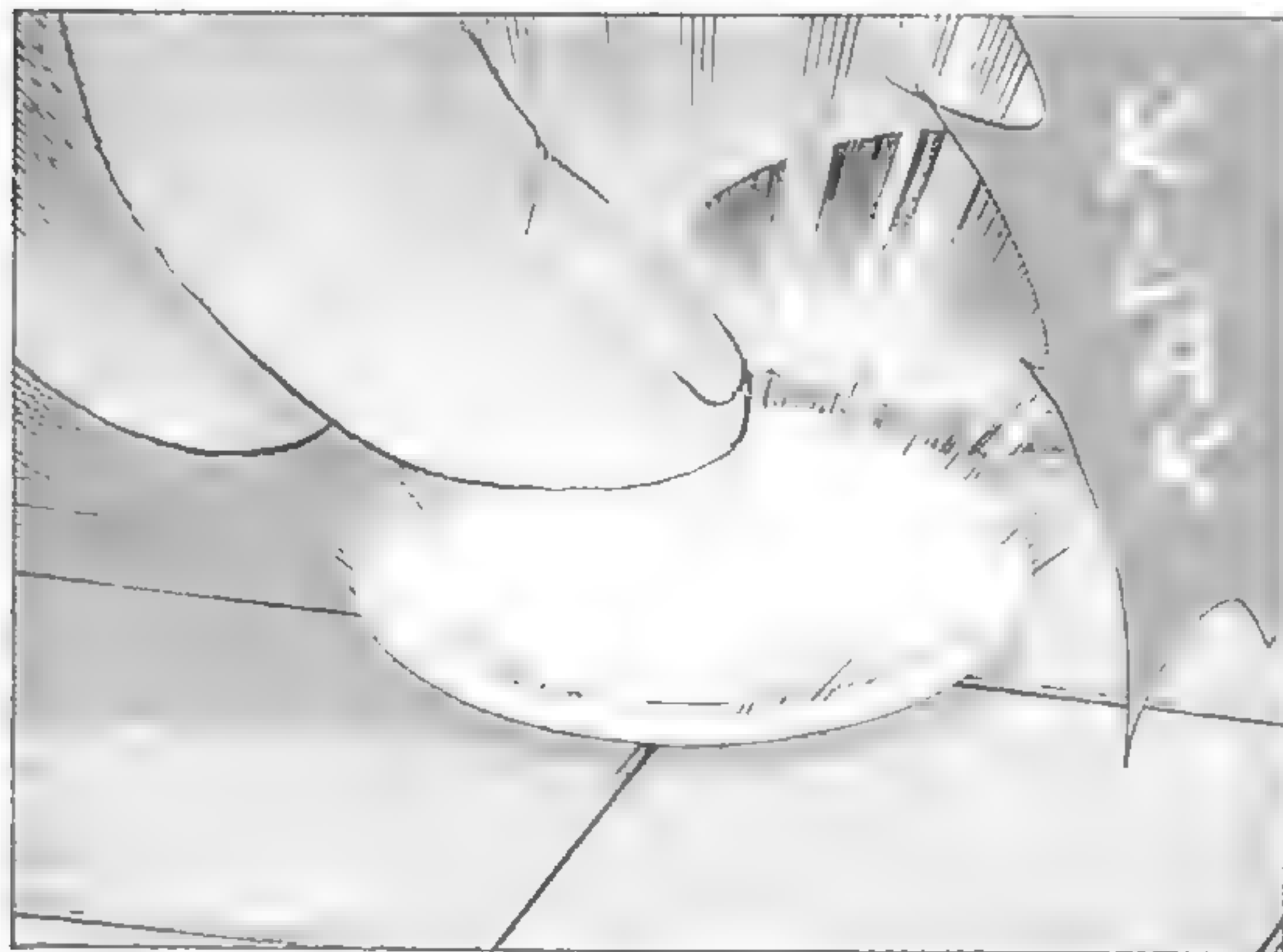
...OF
THE
STONE.

DARNIT!
IF I LET
THIS
SHAKE ME,
I'M DONE
FOR!



...WON'T
LET
GO...

MY
FINGERS...



K-RAK!



I CAN'T
LET HIM
PULL ME
UNDER!

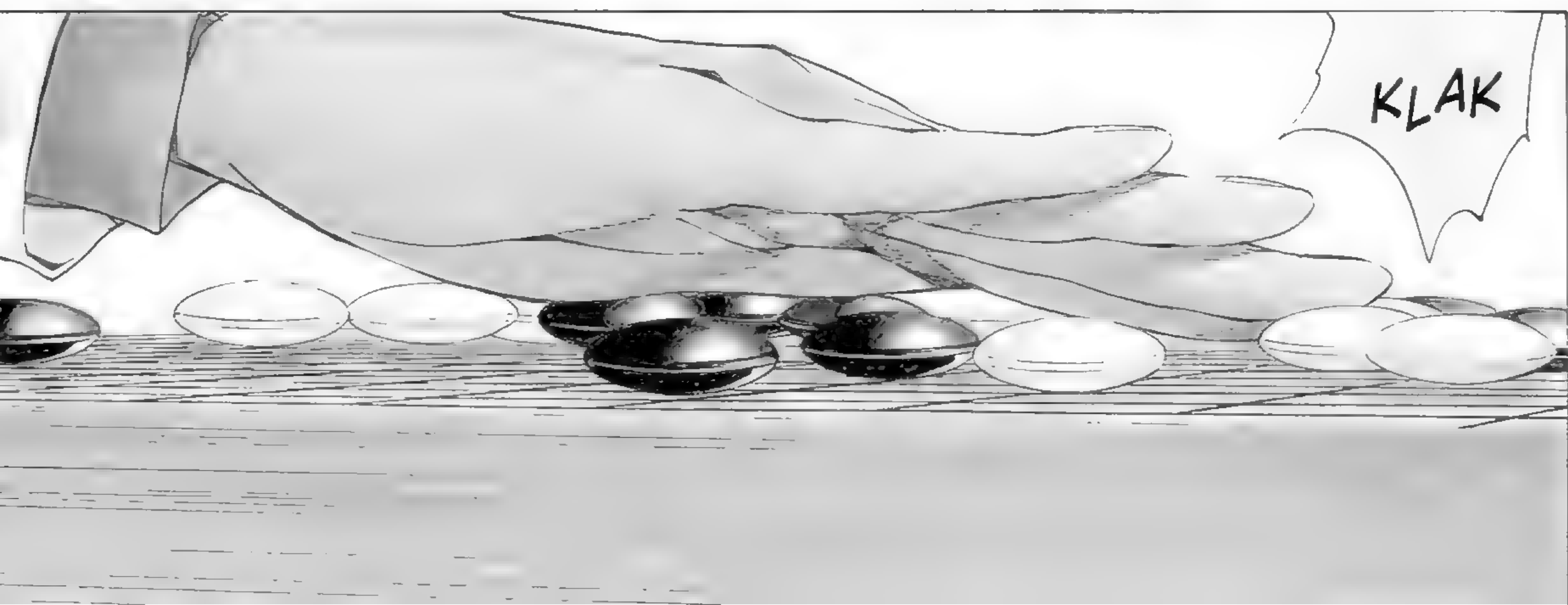


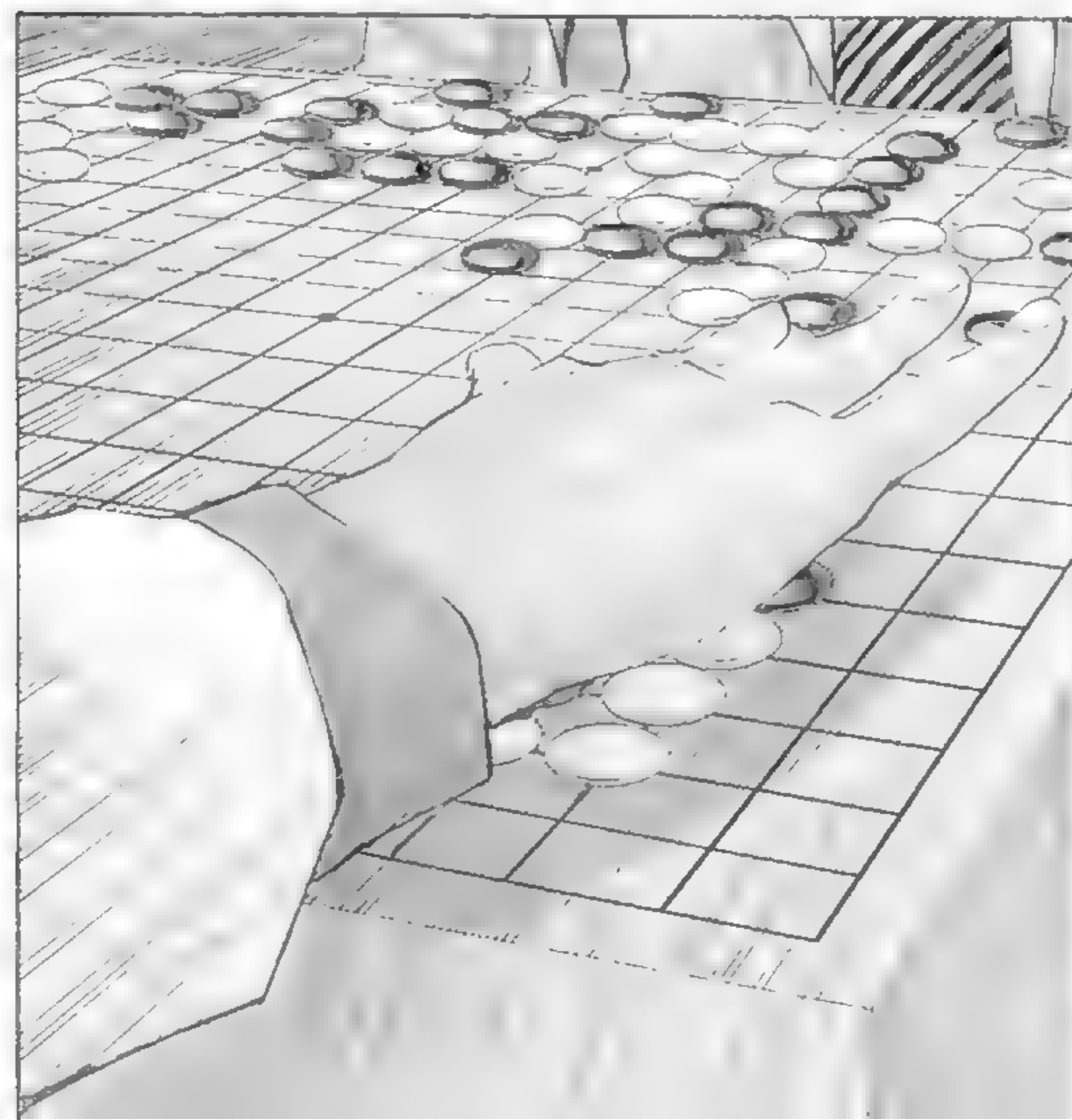
I
SHOULD'VE
PLAYED
THE
CENTER
FIRST!

YIKES!

OH...

WHAT?!
HE'S NOT
RESPONDING
TO THE
ATARI?!
200





SHOOT!
IF HE BREAKS UP
MY TERRITORIAL
FRAMEWORK,
IT'S OVER FOR
ME.



AW
MAN!

(continued from page 70)

No,
that
one's
out.

What?
It's the first
one worth
anything!

I don't get
what's so
interesting.

SOMETIMES
THE GROUP
SPLITS, WITH
BOTH POSI-
TIVE AND
NEGATIVE
REVIEWS.

HIKARU NO GO STORYBOARDS

48

YUMI
HOTTA



This author
has a good
sense of this.

If it ran in Jump,
I bet it'd be the
lowest-ranked
title.

I don't know if
it's appropriate
for the Tezuka
Prize.

I thought
it'd be
unanimous this
one should
win.

But it's full
of insider
talk most
people won't
get.

This is
interesting!
No com-
plaints.

THIS
IS
WHAT
IT'S
LIKE!

The
general
readership
is going to
think,
"What is
this?"

I'll fight
an honorable
mention!
It has to get
at least
runner-up!

Huh?
Does that
really
matter?!

Can the
artist handle
shonen
manga
straight up?

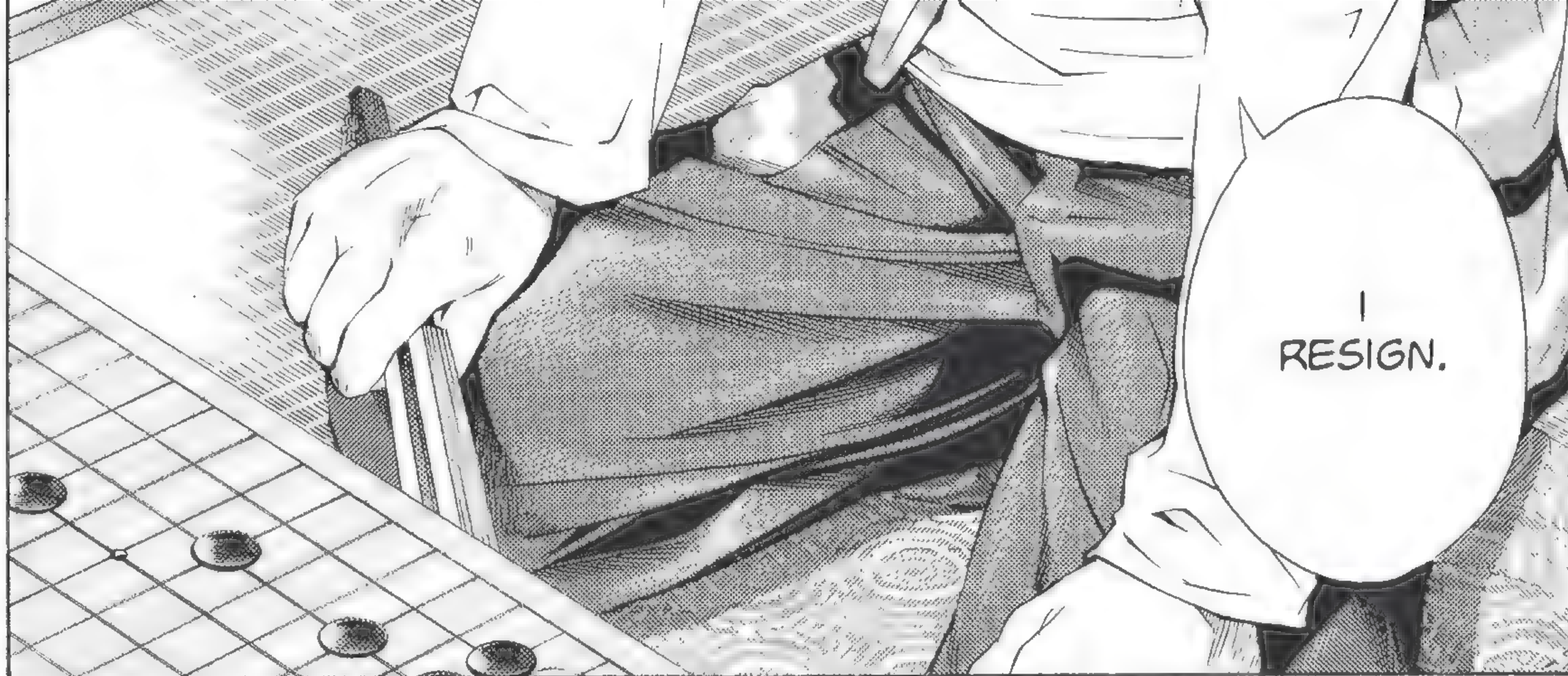
**"We want to have
heated discussions!
Send us interesting
Work!"**

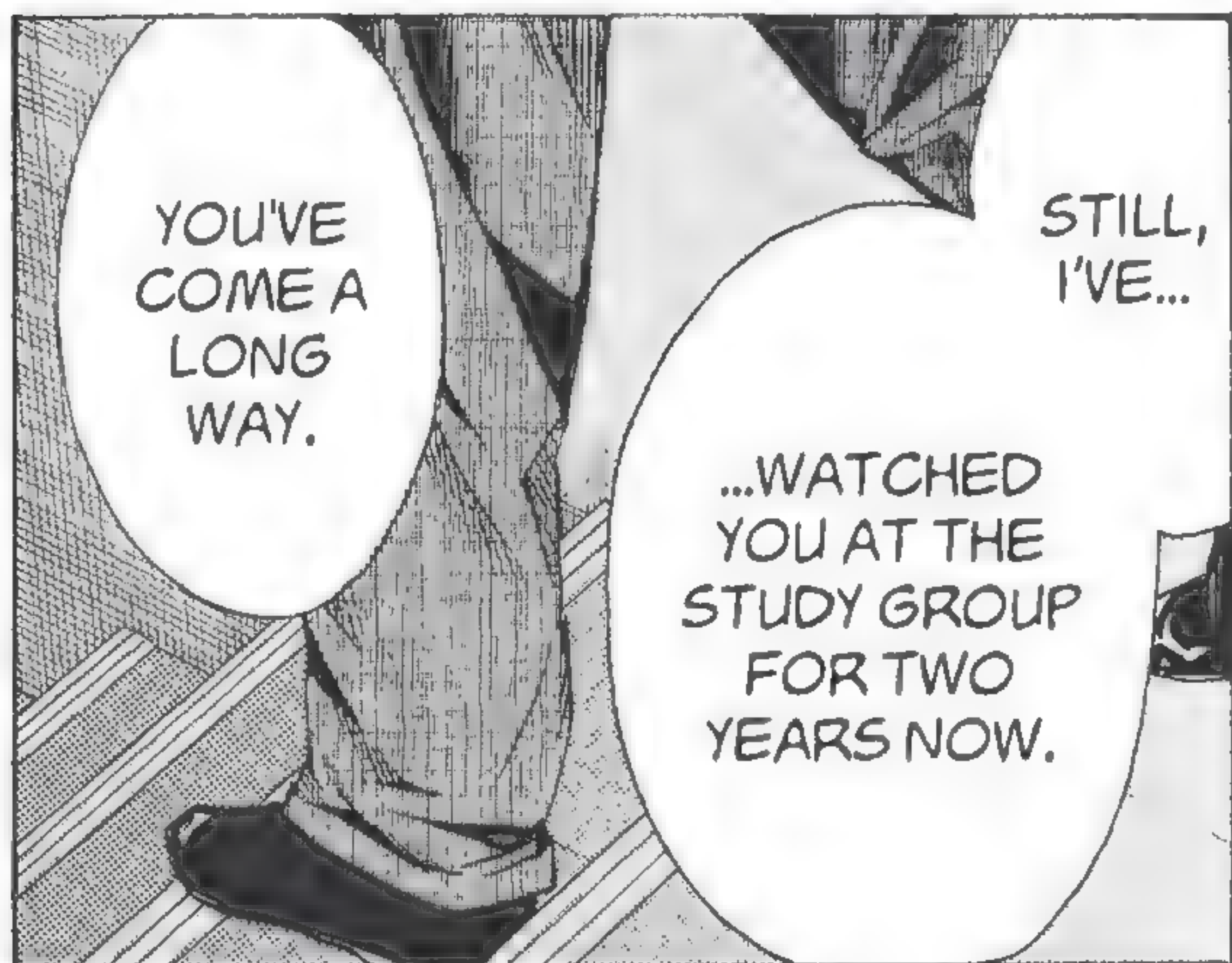
AND THIS
IS WHAT
LIES IN
THE
HEARTS
OF THE
JUDGES!



Game 161 "The Young Lions"









TWO YEARS AGO I WAS A BEGINNER AND THE GAP BETWEEN US WAS HUGE.

BUT NOW WHEN I PLAY YOU AT YOUR STUDY GROUP, I DON'T FEEL LIKE I FALTER.



I THOUGHT I HAD...



THERE'S STILL SOMETHING I LACK.

BUT I WASN'T ABLE TO SURPASS YOU IN AN OFFICIAL MATCH.

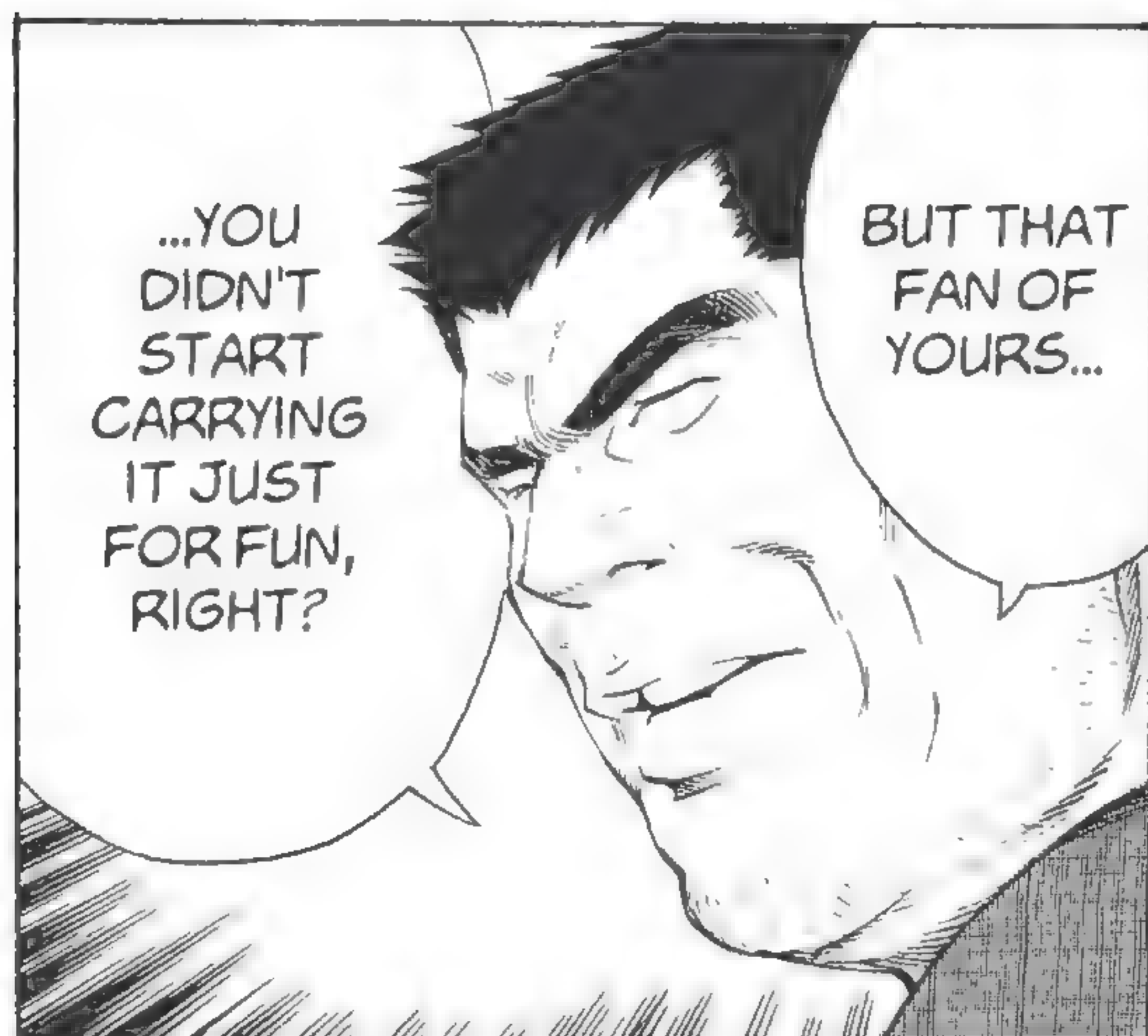


THAT'S HOW I FELT, ANYWAY...



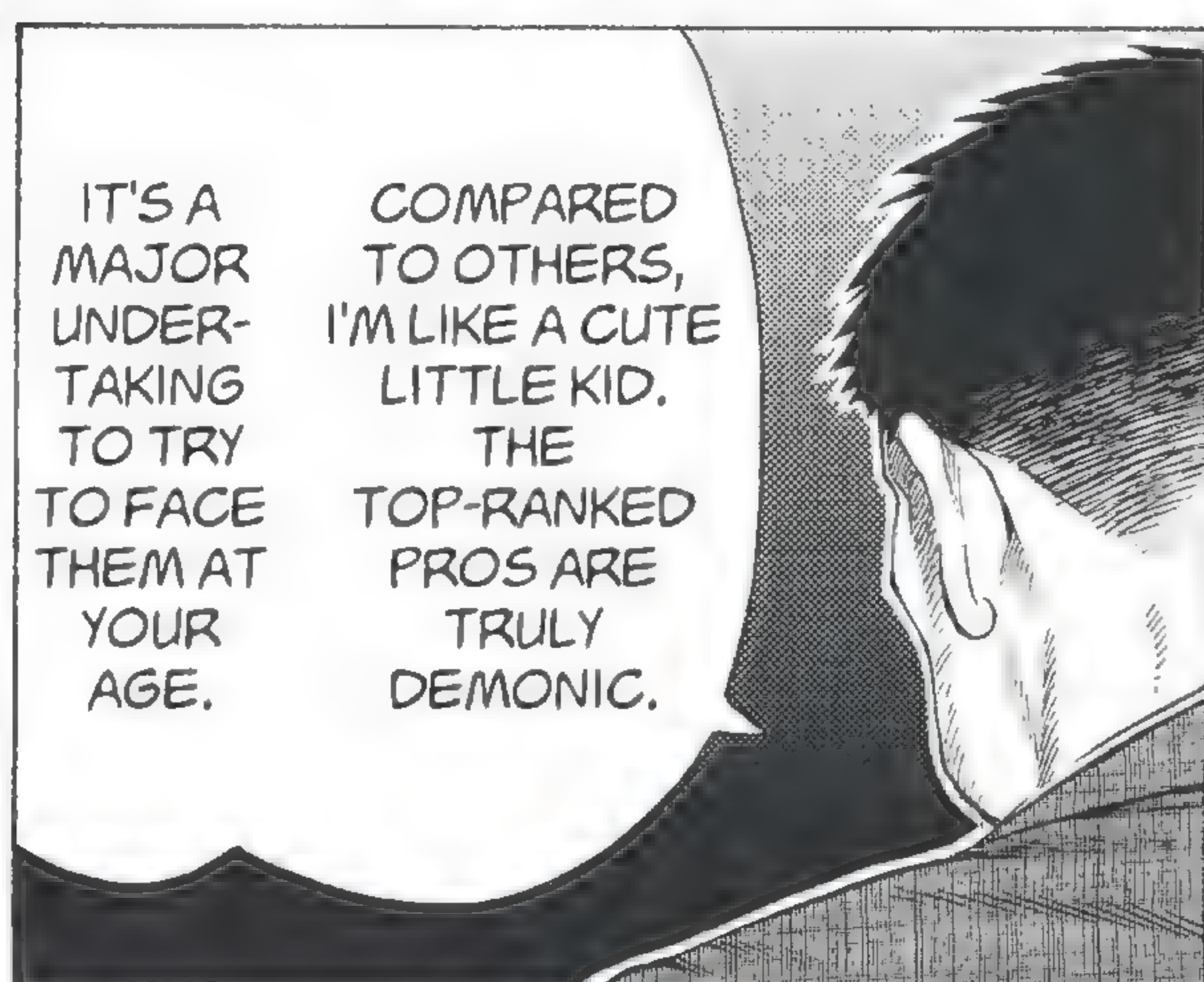
...THE TRUE
FEROCITY
OF A GO
PROFESSIONAL
UNTIL YOU FACE
HIM IN REAL
COMPETITION.

YES,
THERE IS.
YOU CAN'T
SEE...



...YOU
DIDN'T
START
CARRYING
IT JUST
FOR FUN,
RIGHT?

BUT THAT
FAN OF
YOURS...



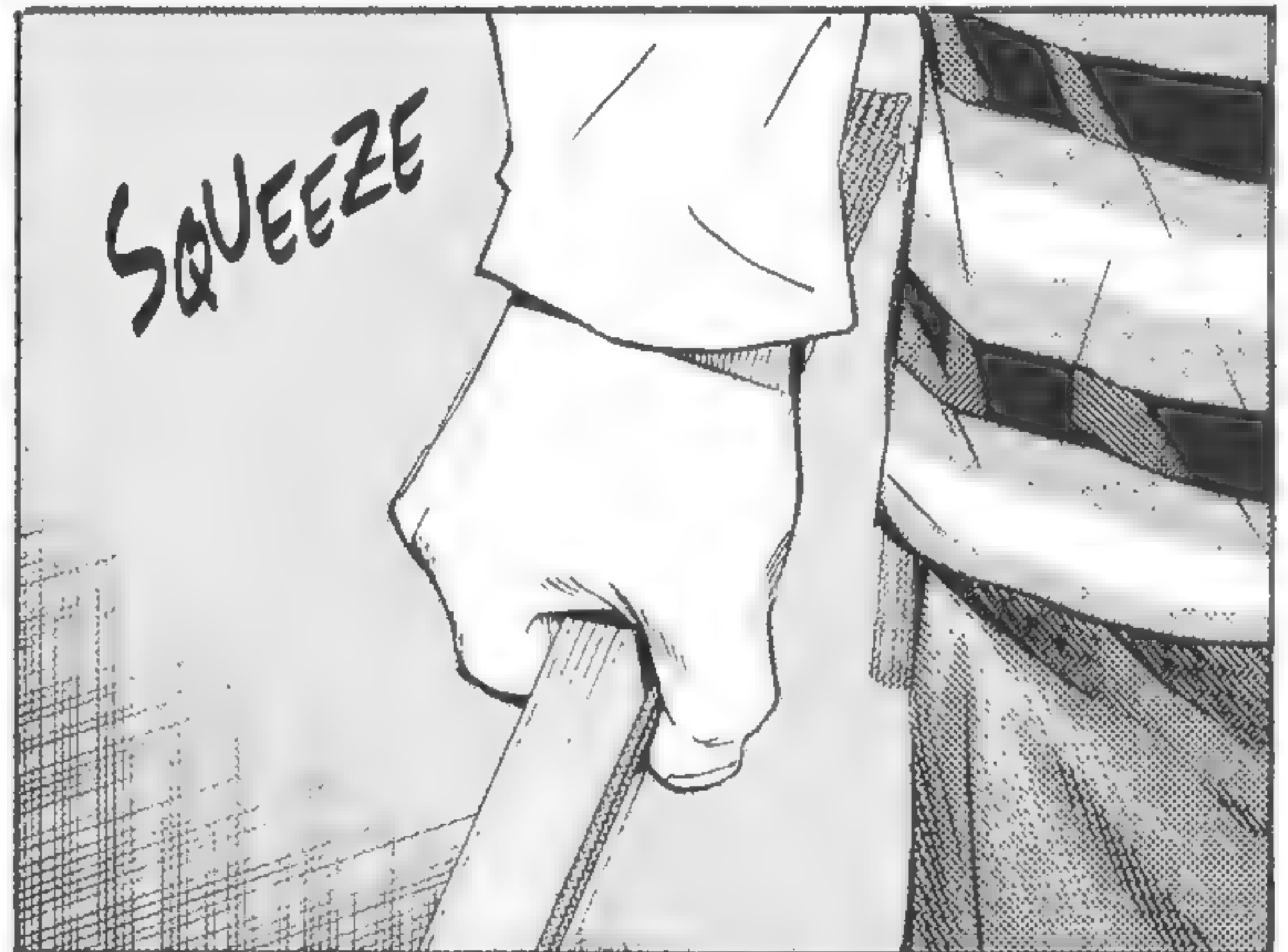
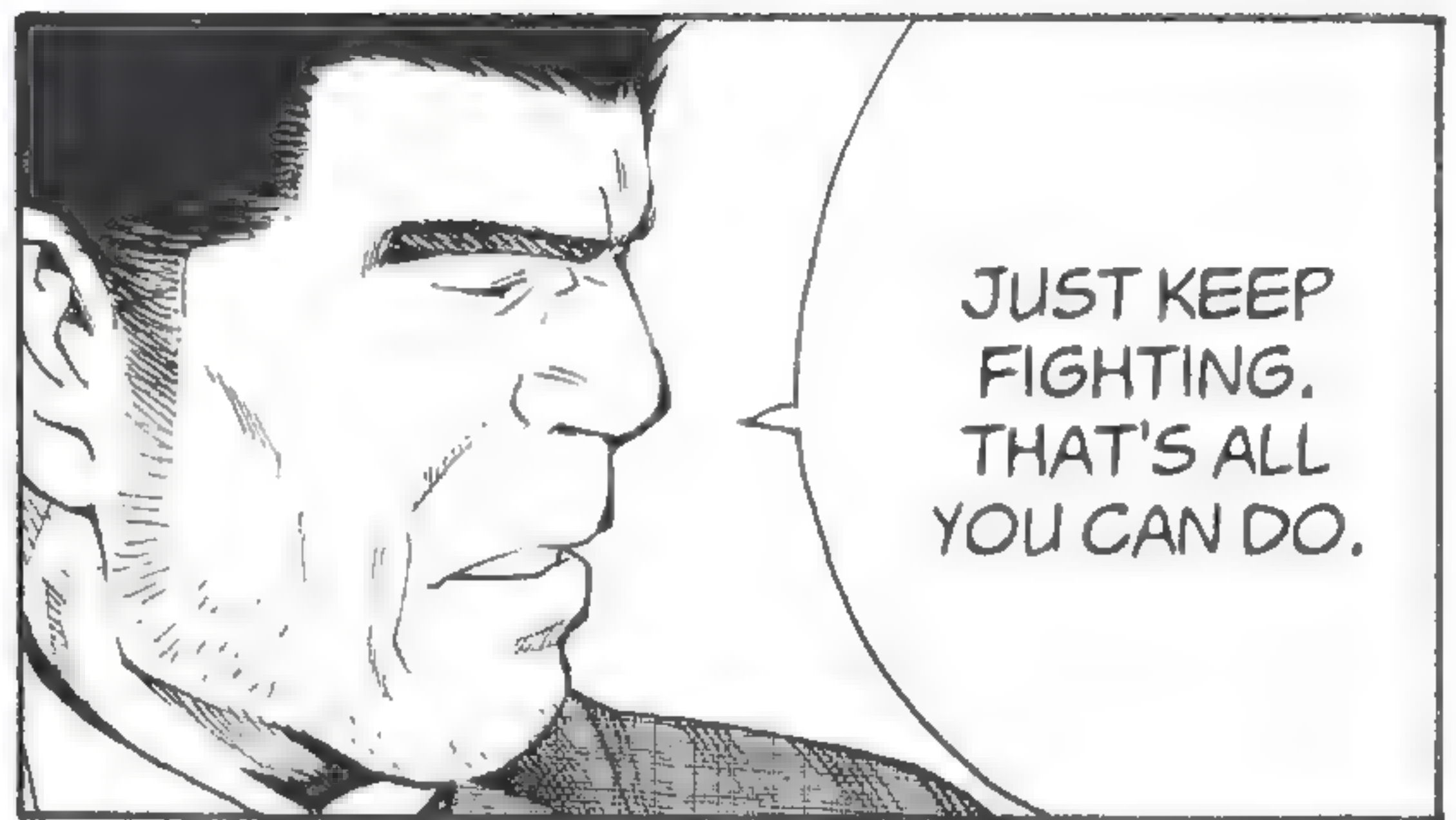
IT'S A
MAJOR
UNDER-
TAKING
TO TRY
TO FACE
THEM AT
YOUR
AGE.

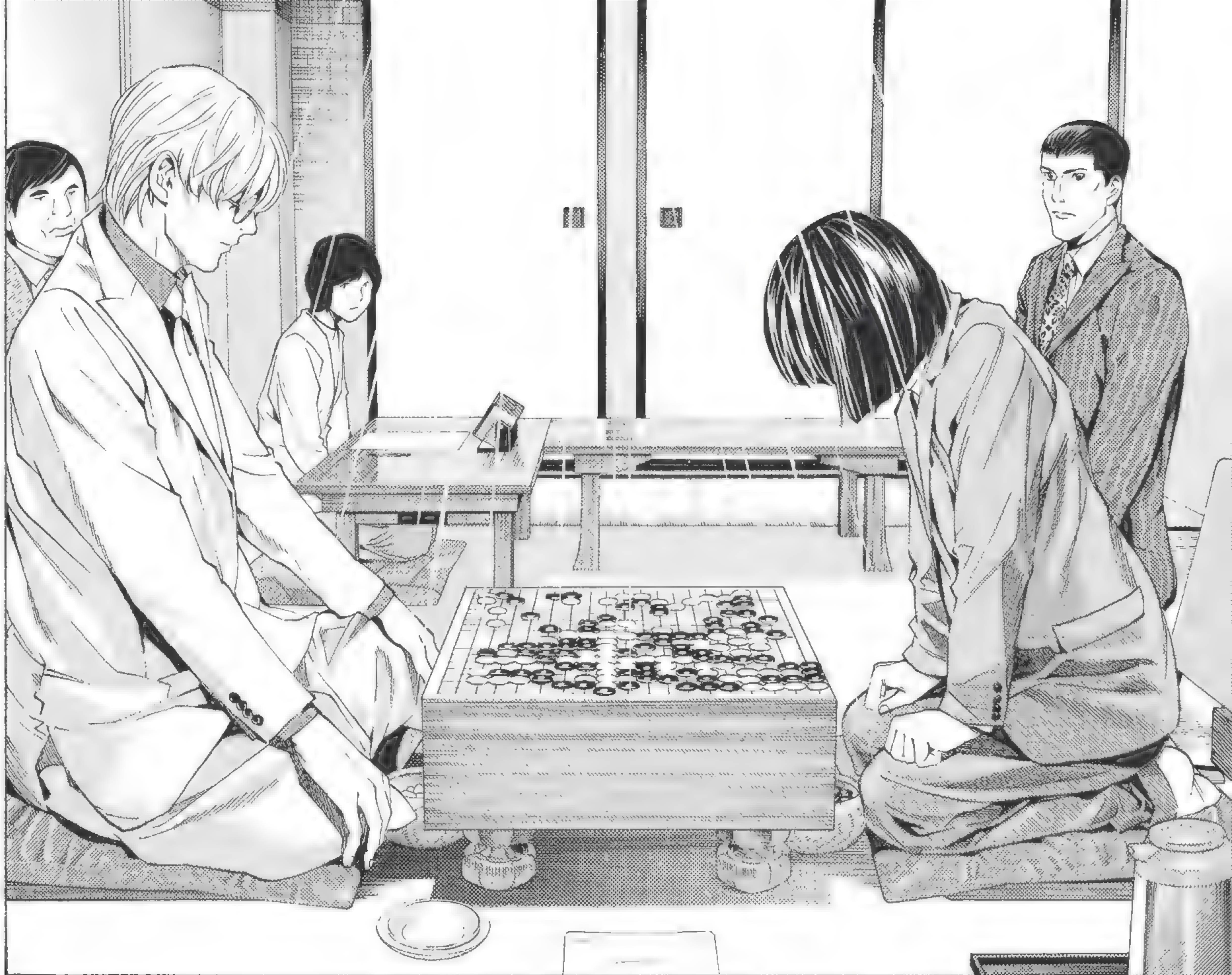
COMPARED
TO OTHERS,
I'M LIKE A CUTE
LITTLE KID.
THE
TOP-RANKED
PROS ARE
TRULY
DEMONIC.

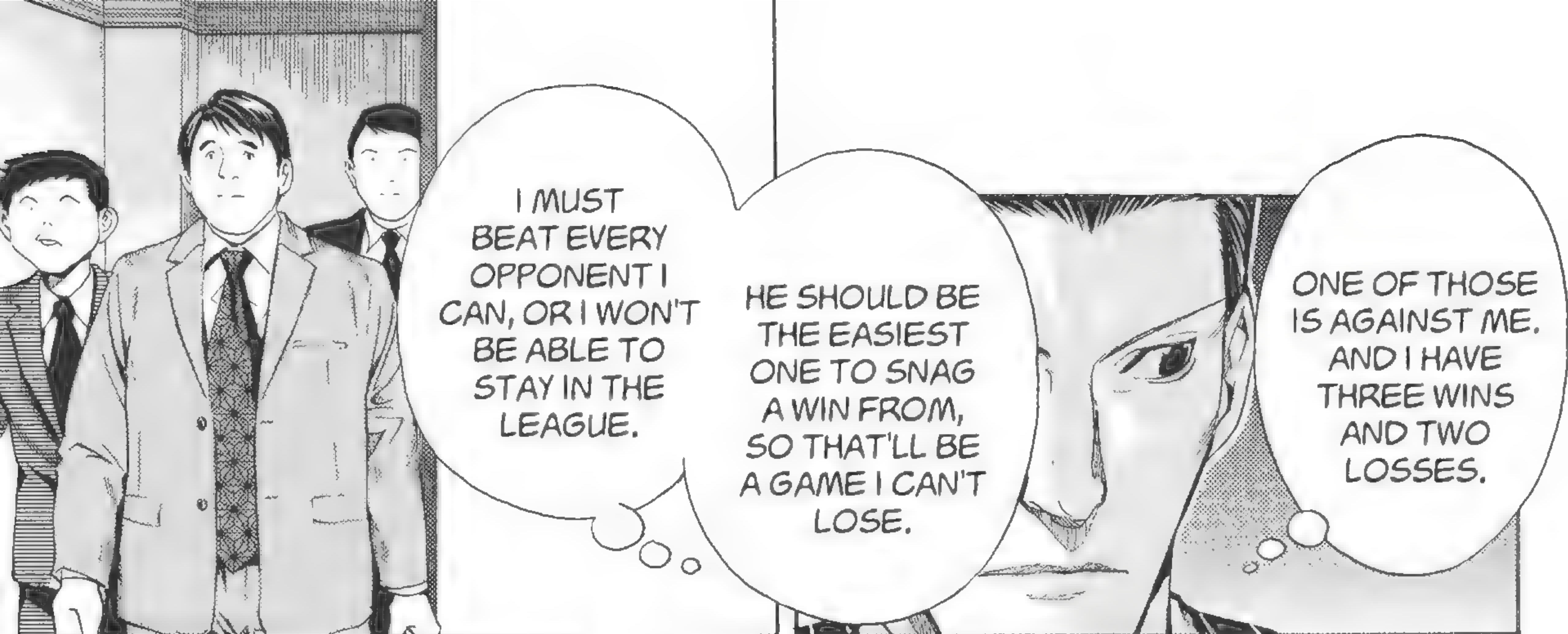


IT REPRESENTS
SOME KIND OF
RESOLVE ON
YOUR PART,
DOESN'T IT.











HE WASN'T
OVER-
WHELMED.



WOULD
YOU SAY
THAT'S WHY
YOU LOST?

IT'S
NATURAL
TO BE
OVER-
WHELMED.



IMPRESSIVE
FOR A 15-
YEAR-OLD!

YOU'RE SAYING
HE WAS AS
CONFIDENT
HERE AS IN
ANY OTHER
GAME?



I DIDN'T
INTIMIDATE
HIM, AND HE
WAS NEITHER
RECKLESS NOR
TENSE NOR
HESITANT.
QUITE THE
OPPOSITE,
IN FACT.

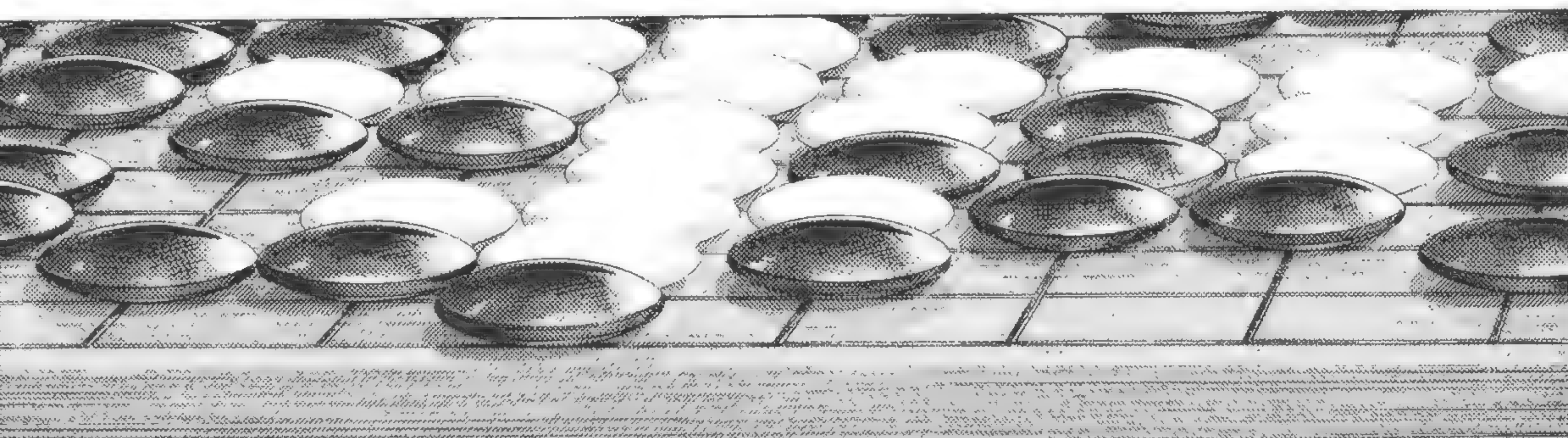
HE WAS
FOCUSED
AND PLAYED
A TYPICALLY
POWERFUL
GAME.





...HIS
ABILITY IS
NOT ON A
PAR WITH
MINE.







IS TOYA SENSEI
STAYING AT SEO
SENSEI'S HOUSE?



YES, AT SEO
SENSEI'S INVITATION.
SEO SENSEI SPEAKS
JAPANESE.



THEY'VE REGULARLY
COMPETED WITH EACH
OTHER IN INTERNA-
TIONAL TOURNAMENTS.
THEY GO WAY BACK.

AND THEY'LL
BOTH BE PLAYING IN THE
CHINESE TOURNAMENT,
THOUGH FOR
DIFFERENT TEAMS.



I'LL MAKE SOME
TEA, YONG HA.

GREAT.



OH... HELLO,
SUYONG.

HI. I JUST
STOPPED
BY.



TOYA SENSEI'S
ENERGETIC GO
IS AMAZING,
BUT...

...YOU'RE
IMPRESSIVE
TOO, YONG HA.

I WOULD NEVER BE
ABLE TO MAKE A
MOVE LIKE THIS
ONE HERE.



I WISH I COULD'VE
BEEN THERE TO SEE
YOUR MATCH WITH
TOYA SENSEI.

IT WOULD BE ON
THE ONE DAY I
WAS OUT WITH A
COLD.

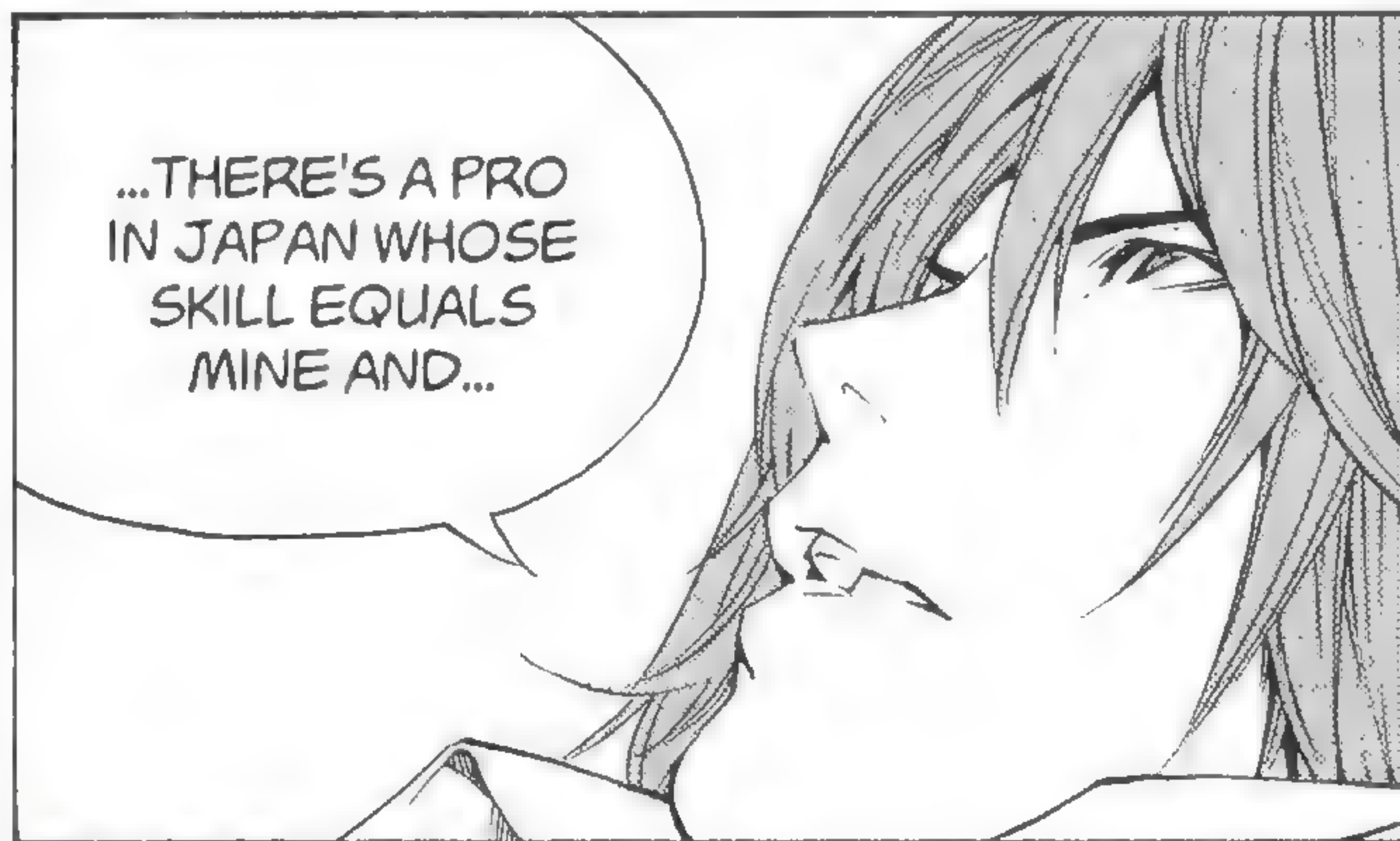


I REALLY ADMIRE HOW
YOU PLAYED SUCH A
GREAT GAME AGAINST
TOYA SENSEI.

BUT AFTER
THE GAME
TOYA SENSEI
TOLD ME...



...HE'S A YEAR
YOUNGER
THAN ME.



...THERE'S A PRO
IN JAPAN WHOSE
SKILL EQUALS
MINE AND...



NO WAY!

AS GOOD AS YOU?!
NO WAY HE COULD
ALREADY BE THAT
STRONG!



YOU KNOW HIM,
SUYONG?
YOU KNOW
AKIRA TOYA?

HUH?
AKIRA TOYA?

GUESS I'LL
FIND OUT IN
THE HOKUTO
CUP, WHEN I'M
SURE TO PLAY
HIM.

BUT I GET THE
FEELING YOU
WERE THINKING
OF SOMEONE
ELSE.

I PLAYED HIM ONCE
IN JAPAN BEFORE
WE WENT PRO.

WHO IS
IT?

HIKARU
SHINDO...

AKIRA TOYA IS
TOYA SENSEI'S SON.
I DON'T KNOW IF HE'S
SAYING THAT OUT OF
A FATHER'S PRIDE...

...OR IF
THAT'S...

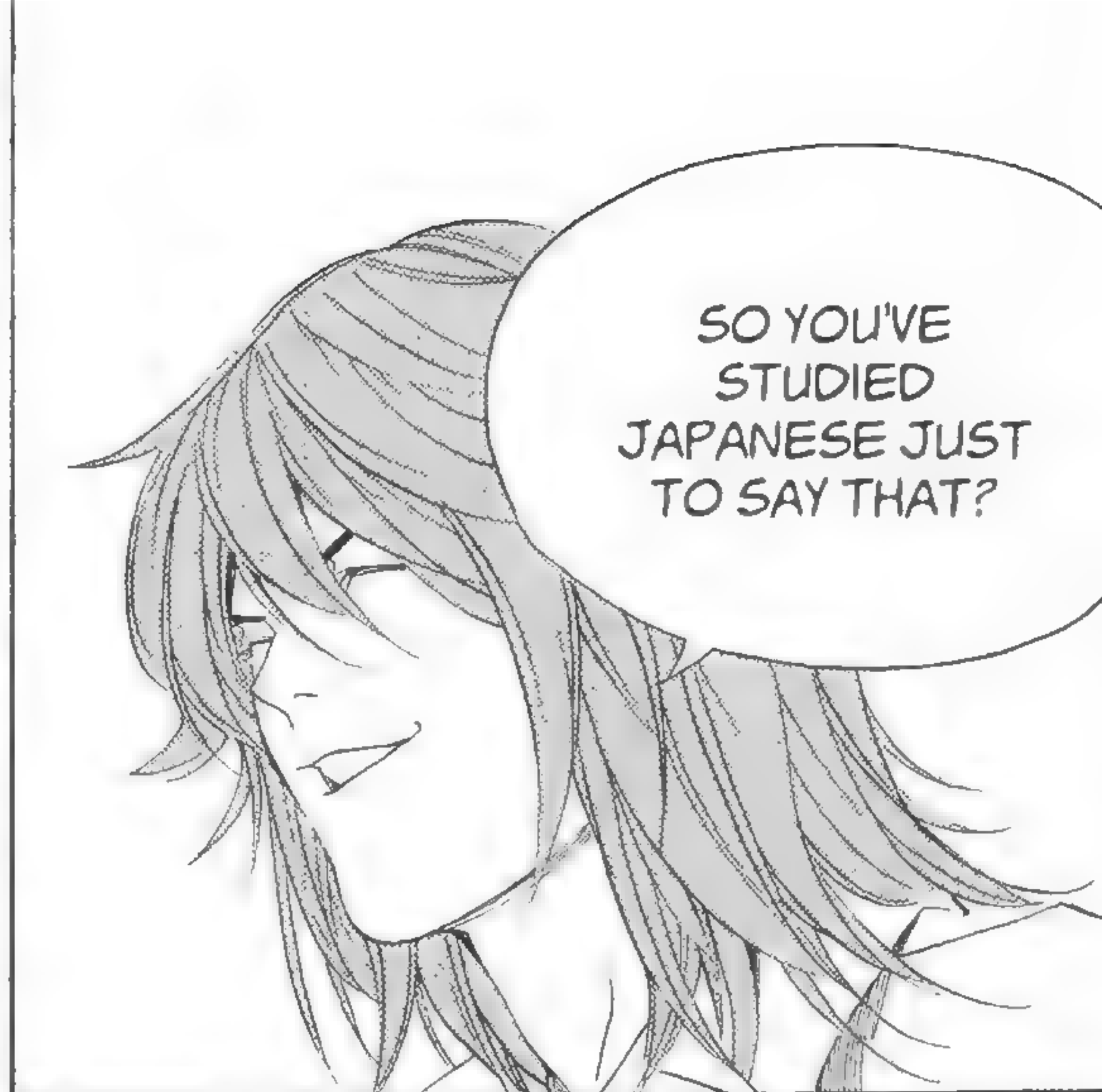
...HIS SERIOUS
APPRAISAL OF
AKIRA TOYA'S
ABILITY.



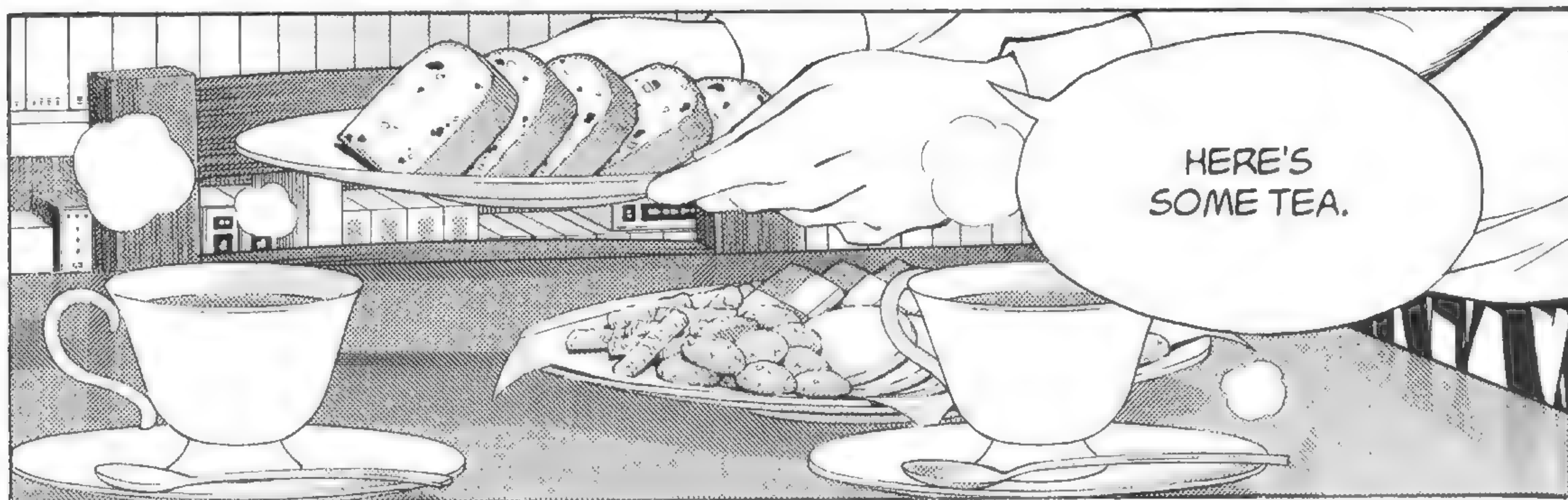


WELL, SOUNDS
LIKE HE MIGHT
MAKE THE HOKUTO
CUP TEAM.

IT'S ME AND
ILHAN FOR SURE
FOR KOREA.
HAS THE THIRD
PLAYER BEEN
DECIDED?



SO YOU'VE
STUDIED
JAPANESE JUST
TO SAY THAT?



HERE'S
SOME TEA.



...AND I'VE BEEN
PICKED TO BE THE
THIRD MEMBER.



THEY DECIDED
YESTERDAY.
I GOT A CALL AT
HOME.

MY WIN IN THE
MEIJIN PRELIMS
LAST WEEK WAS
NOTICED...

A WORD ABOUT HIKARU NO GO

● THE KANSAI GO ASSOCIATION ●

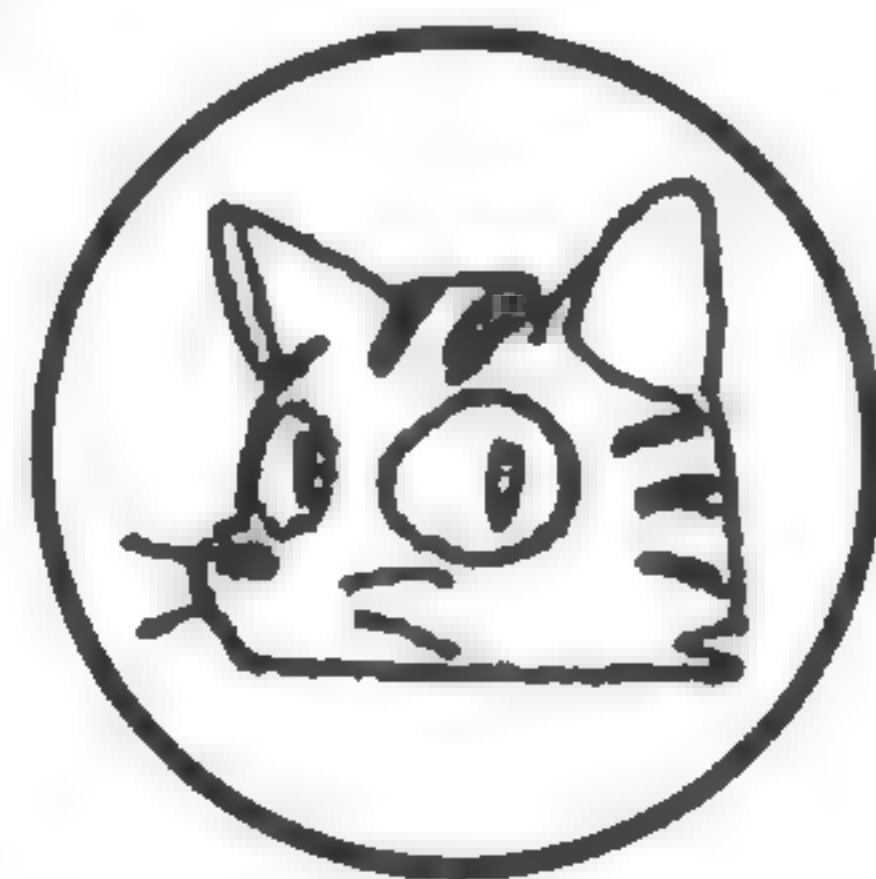


IT'S A SEPARATE PROFESSIONAL ORGANIZATION FROM THE JAPAN GO ASSOCIATION.

IN KANSAI (WESTERN JAPAN), THERE'S ALSO THE "JAPAN GO ASSOCIATION KANSAI BRANCH." IT'S OFTEN CONFUSED WITH THE KANSAI GO ASSOCIATION. THE BUILDINGS ARE CLOSE TO EACH OTHER TOO. SINCE IT'S CONFUSING I DIDN'T EVEN MENTION THE KANSAI GO ASSOCIATION OR THE KANSAI BRANCH UNTIL VOLUME 17, THE ONE ABOUT SAI.

IF THE JAPAN GO ASSOCIATION AND THE KANSAI GO ASSOCIATION COULD MERGE, THEN TOKYO COULD HAVE THE "JAPAN GO ASSOCIATION," OSAKA COULD HAVE THE "KANSAI GO ASSOCIATION," AND NAGOYA COULD HAVE THE "CENTRAL GO ASSOCIATION," AND EVERYTHING WOULD BE EASIER TO UNDERSTAND.

RIGHT?



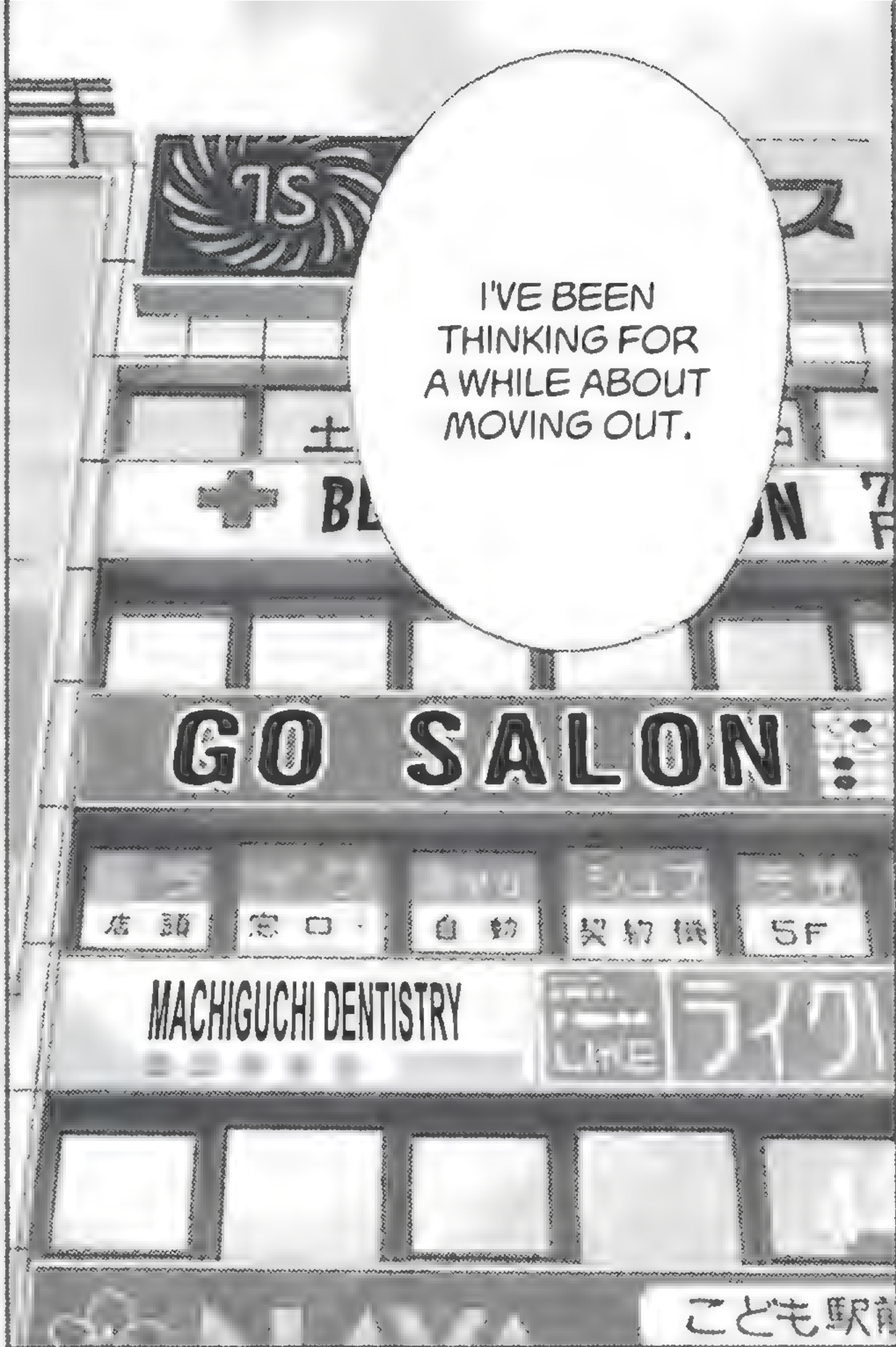
Game 162 "Graduation"



YOU?



YEAH,
ME.



I'VE BEEN
THINKING FOR
A WHILE ABOUT
MOVING OUT.



WHY WOULD
HE DO
THAT?

AKIRA'S
MOVING?

WHY,
AKIRA?!



Game 162 "Graduation"





DO YOU ENJOY
'IGO'?



ISN'T THAT
IDEAL
FOR GO
TRAINING?

...COMING
OVER ALL THE
TIME THAT
TRAIN UNDER
HIM AND
STUFF.

AT HOME YOU
HAVE GRAND
MASTER KOYO
TOYA SENSEI
AND ALL KINDS
OF PROS...



WHAT
DO YOU
MEAN?!
I DON'T
UNDER-
STAND!



I'D...LIKE TO
GET AWAY
FROM
THAT.



I FEEL
I NEED
SOME...
DISTANCE...
FROM
FATHER.

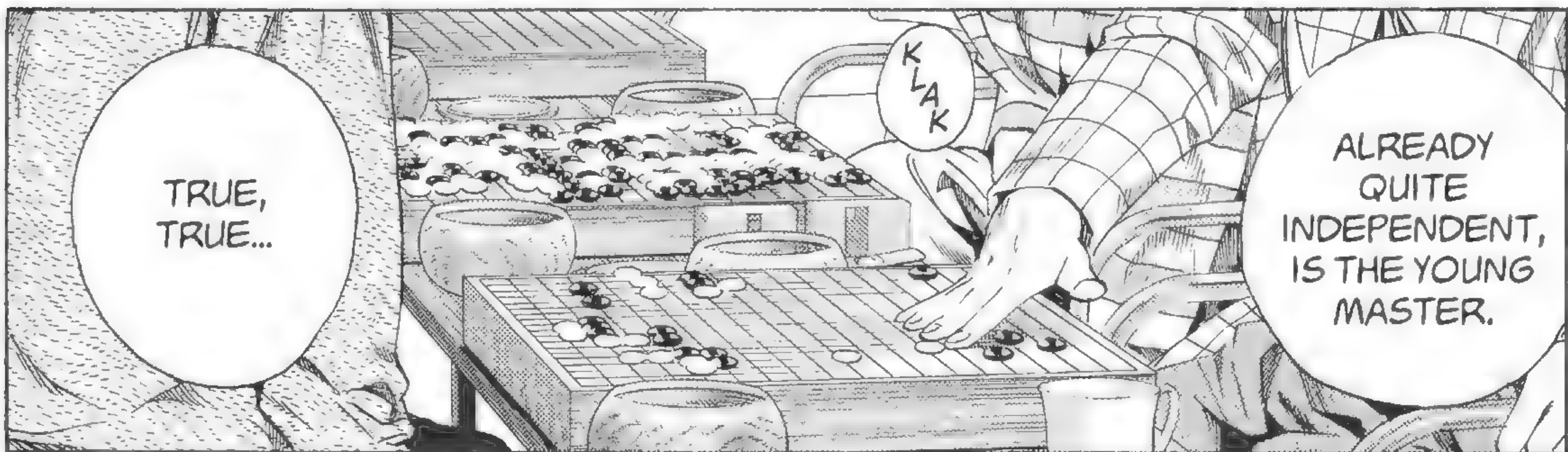


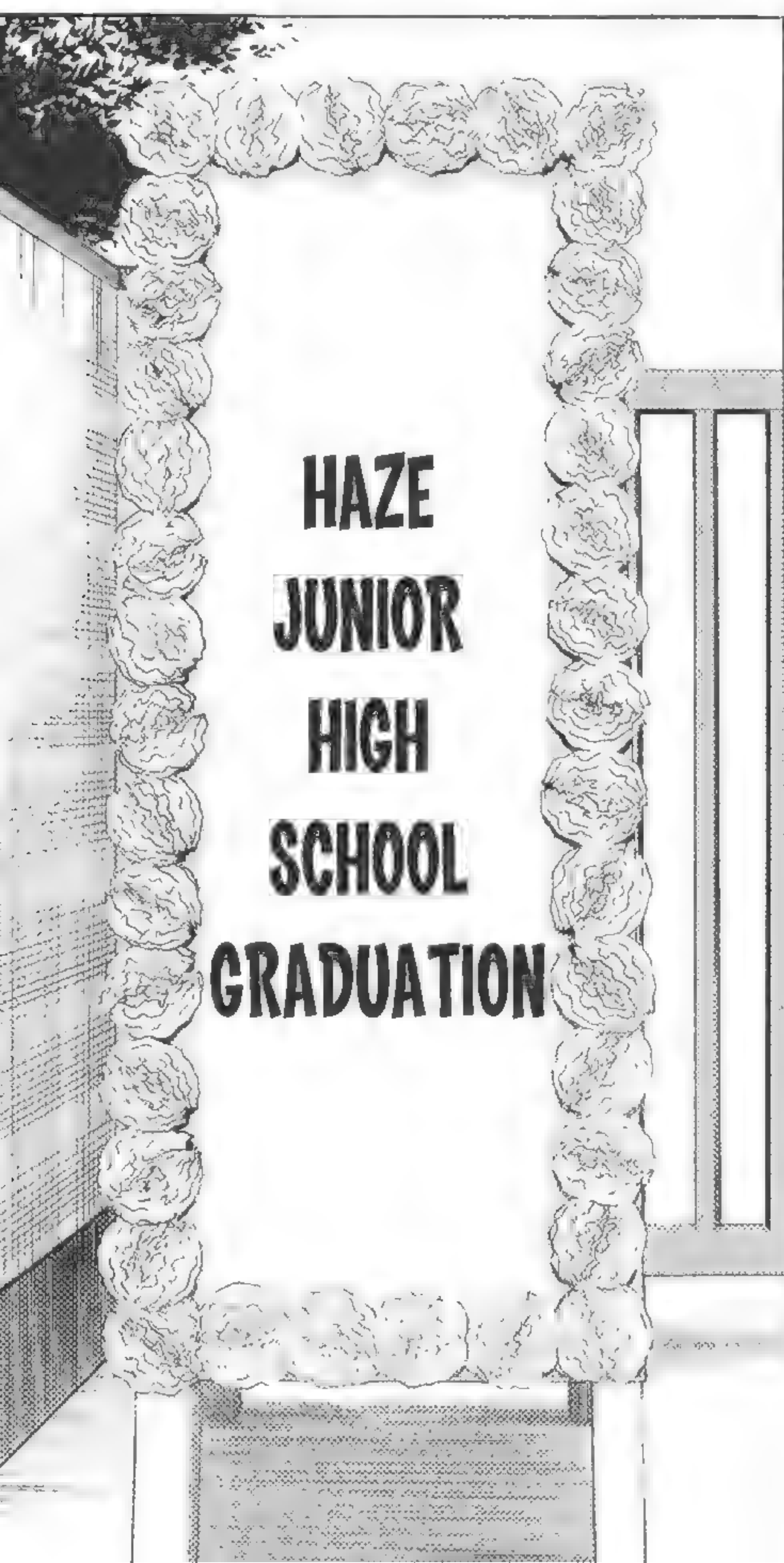
YOUR SON
AND AKIRA
AREN'T THE
SAME AT ALL,
MR. KITAJIMA!

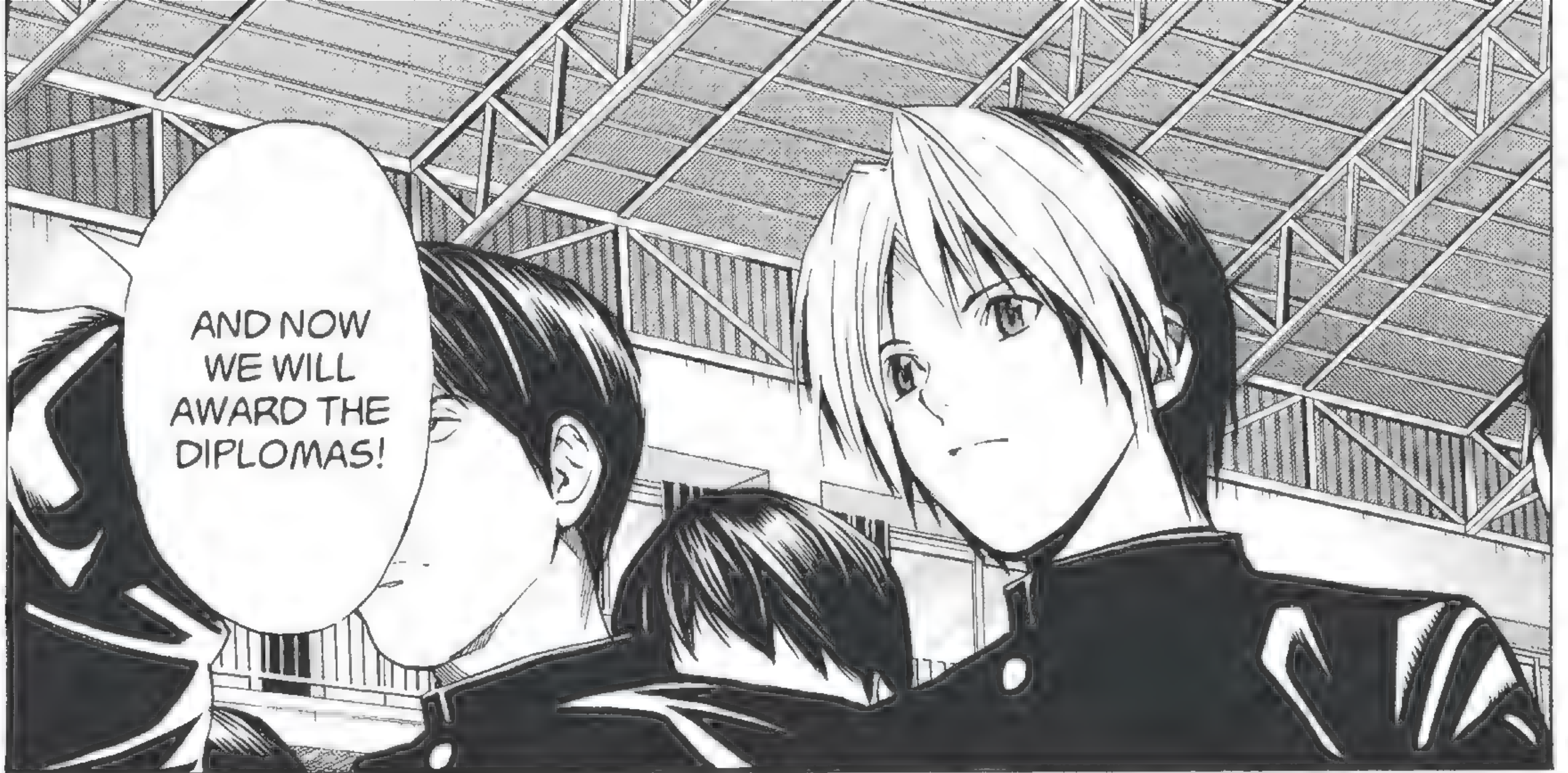
MY ONLY SON
SAID SOMETHING
SIMILAR AND
MOVED OUT
AT 18.













WHY?

HE
WASTED
NO TIME
GETTING
OUT OF
HERE.



I WANTED A
PICTURE OF
EVERYONE
IN THE GO
CLUB.



AH...
THERE'S
KANEKO.

KANEKO,
HAVE YOU
SEEN
MITANI?



HE QUIT IN
THE FIRST
YEAR,
ANYWAY.

WE
DON'T
NEED
HIKARU
!

I DON'T SEE
SHINDO
EITHER.



OKAY,
SMILE!



SURE!

HEY NORI!
CAN YOU TAKE
A PHOTO
FOR US?



YOU ALL
TAKE CARE
NOW!

HI!

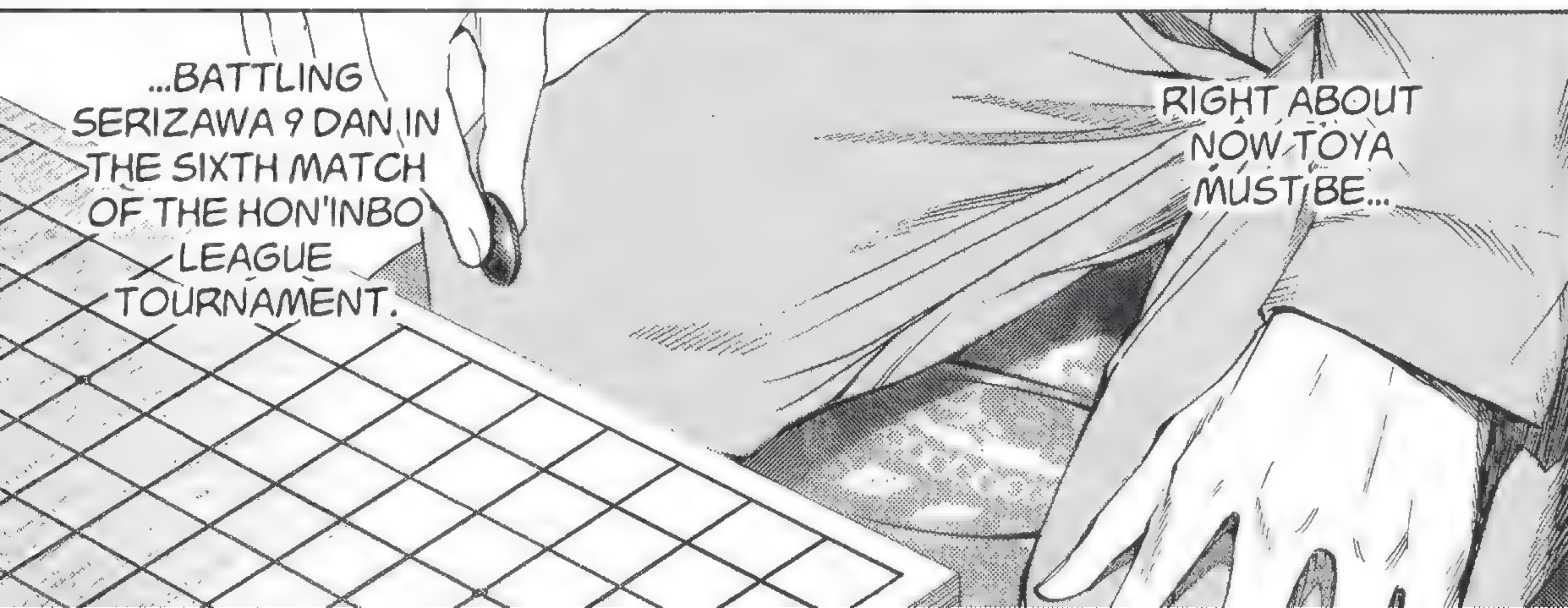


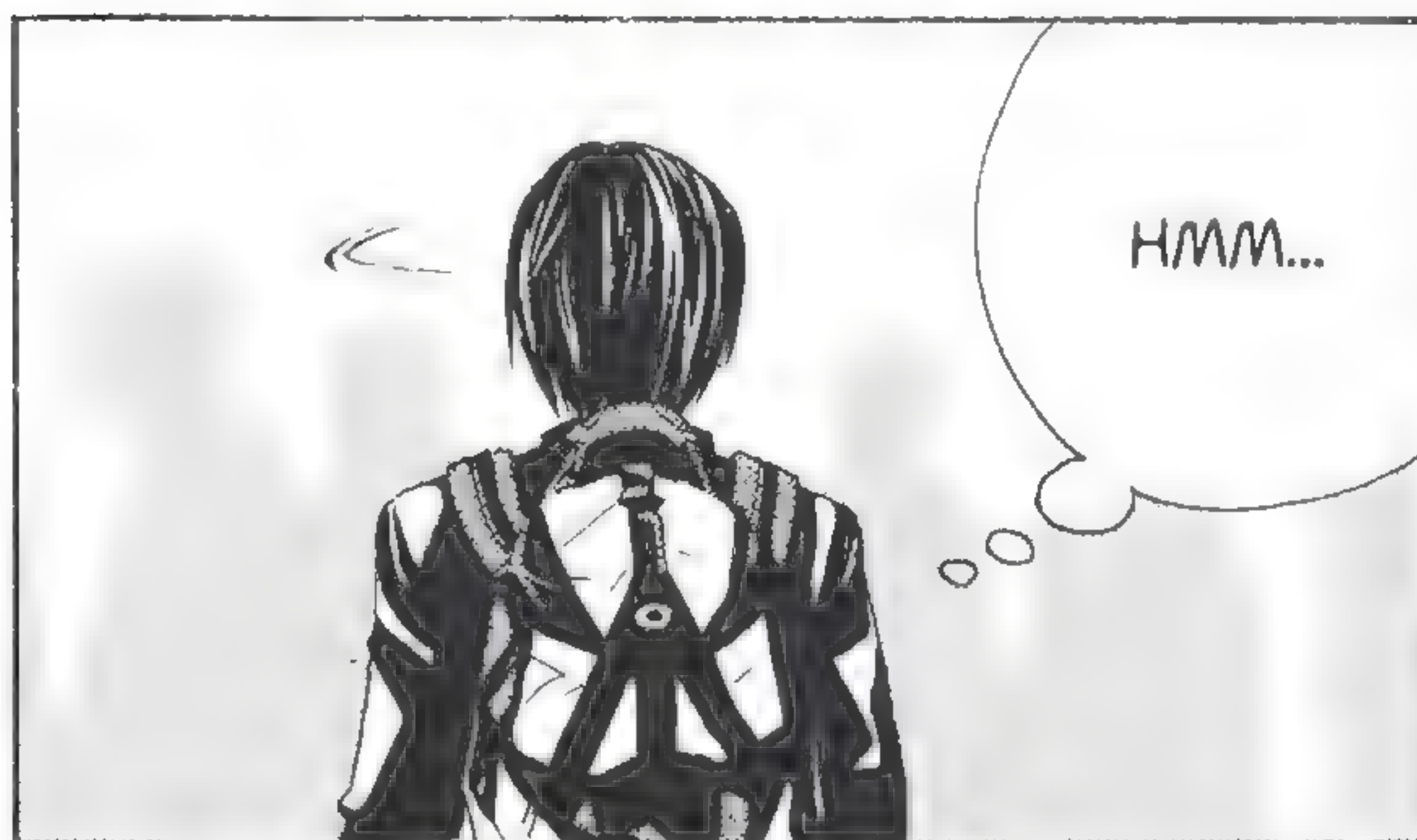
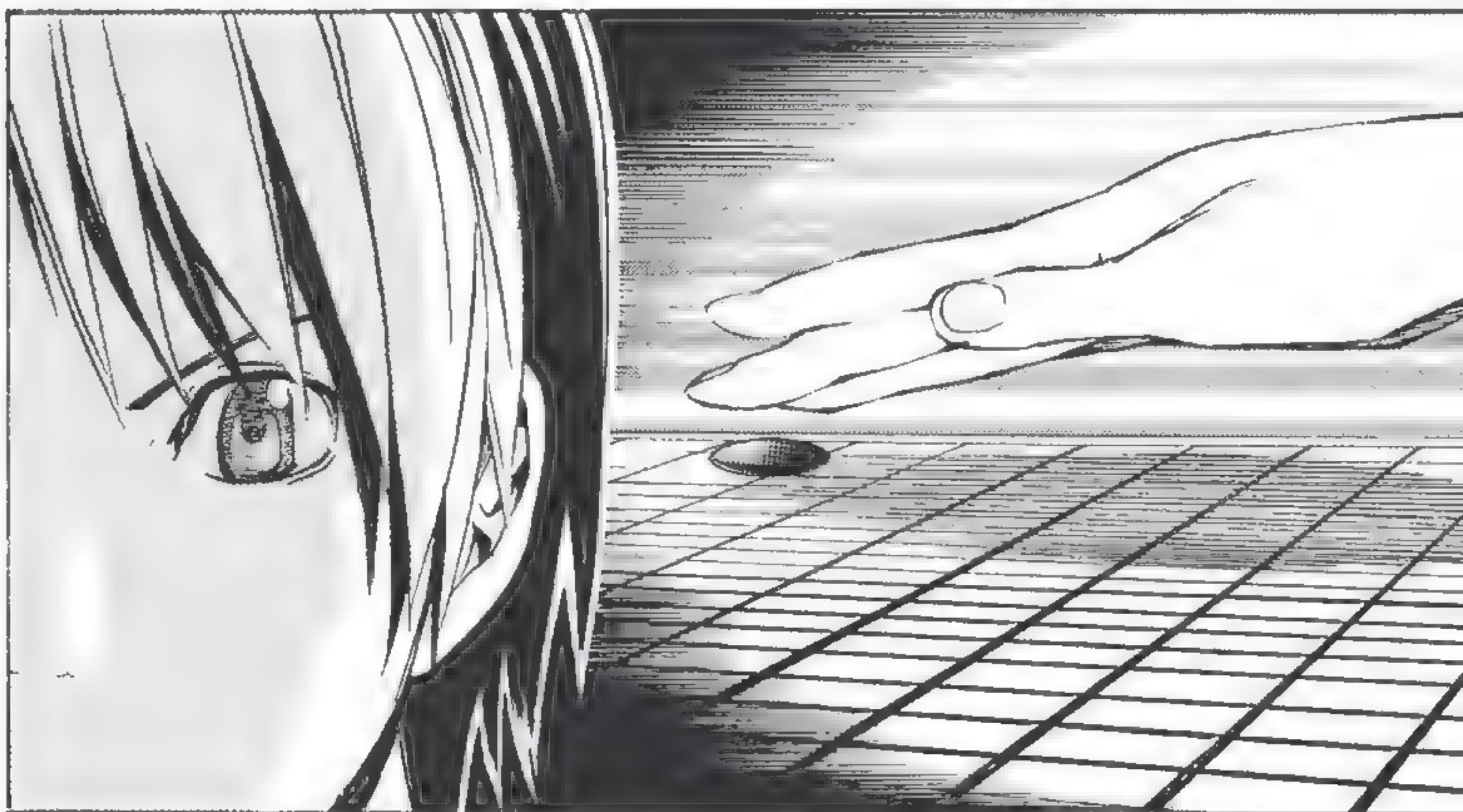
NATSUME,
WILL YOU
TAKE ONE
OF ME AND
KUMIKO AND
KANEKO?



HERE
GOES!

OKAY, LINE
UP IN TEAM
ORDER OF
FIRST,
SECOND
AND THIRD!







MY MOM AND
YOUR MOM ARE
STILL CHATTING
OVER THERE.

WHAT
IS IT?



AKARI!!

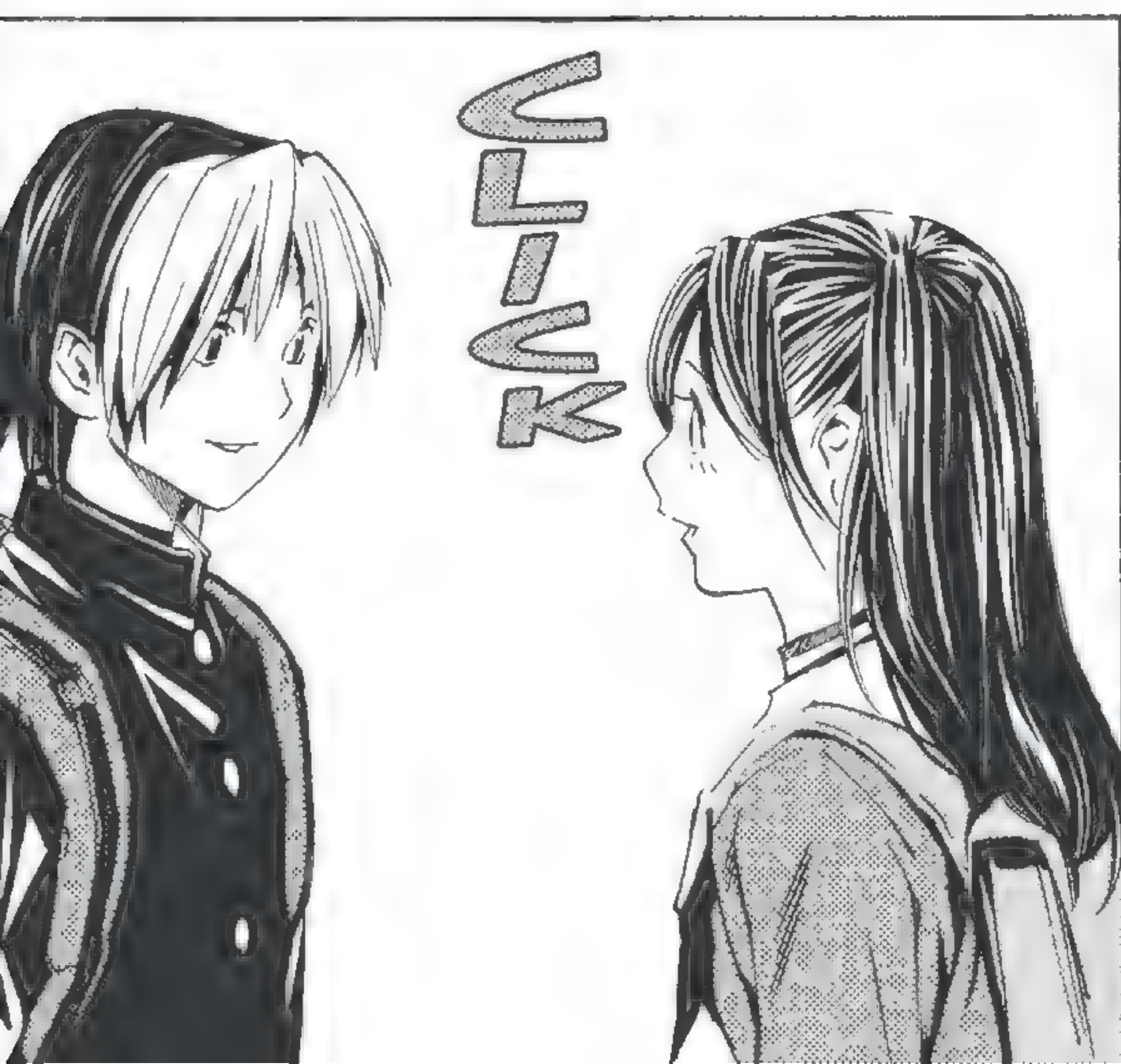


HIKARU!



THEY'VE
KNOWN
EACH OTHER
SINCE WE
WERE IN
PRESCHOOL,
SO THEIR
CHATS CAN
GO ON
FOREVER.

BUT I WANT
TO GET
HOME AND
EAT LUNCH.

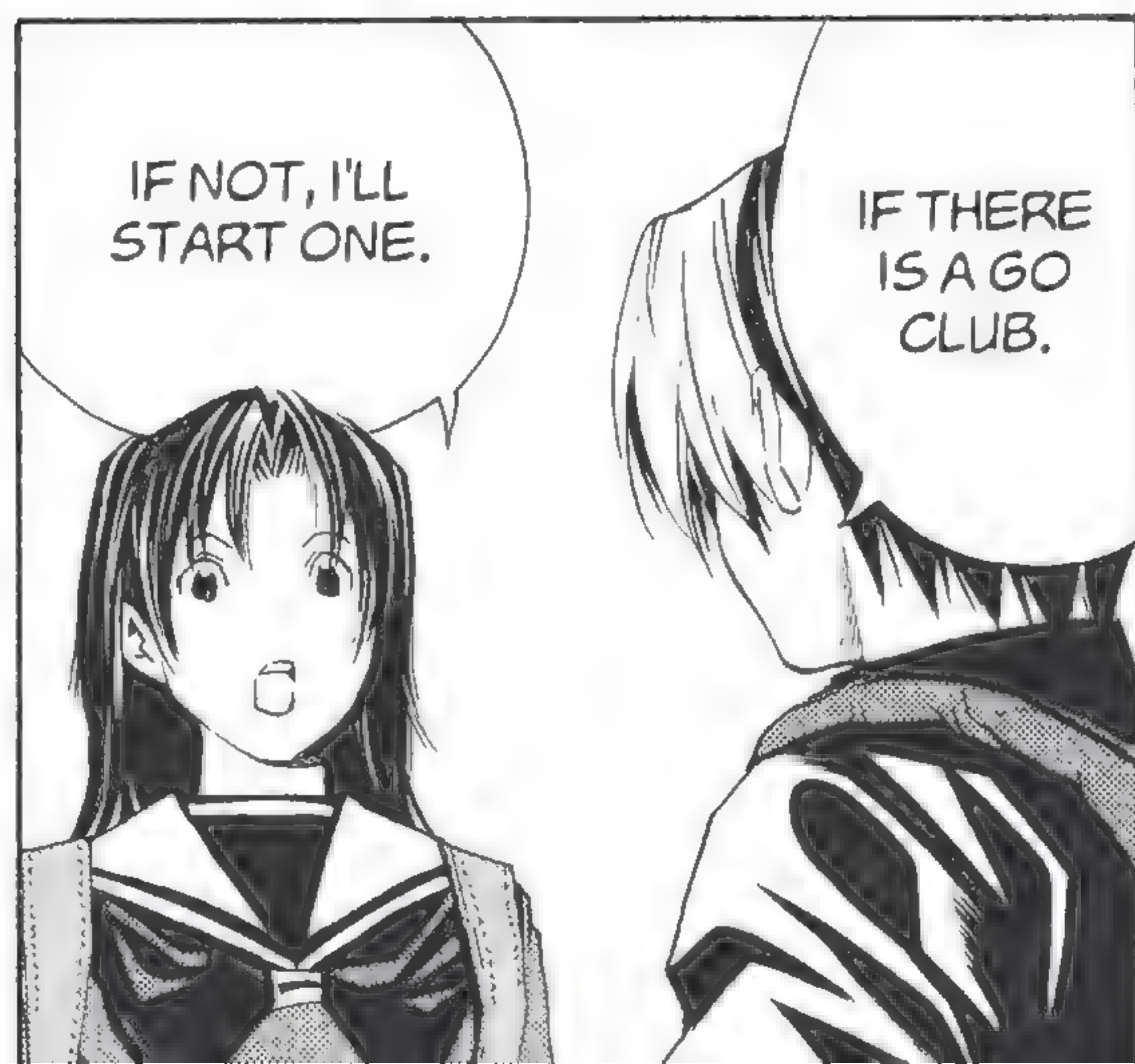


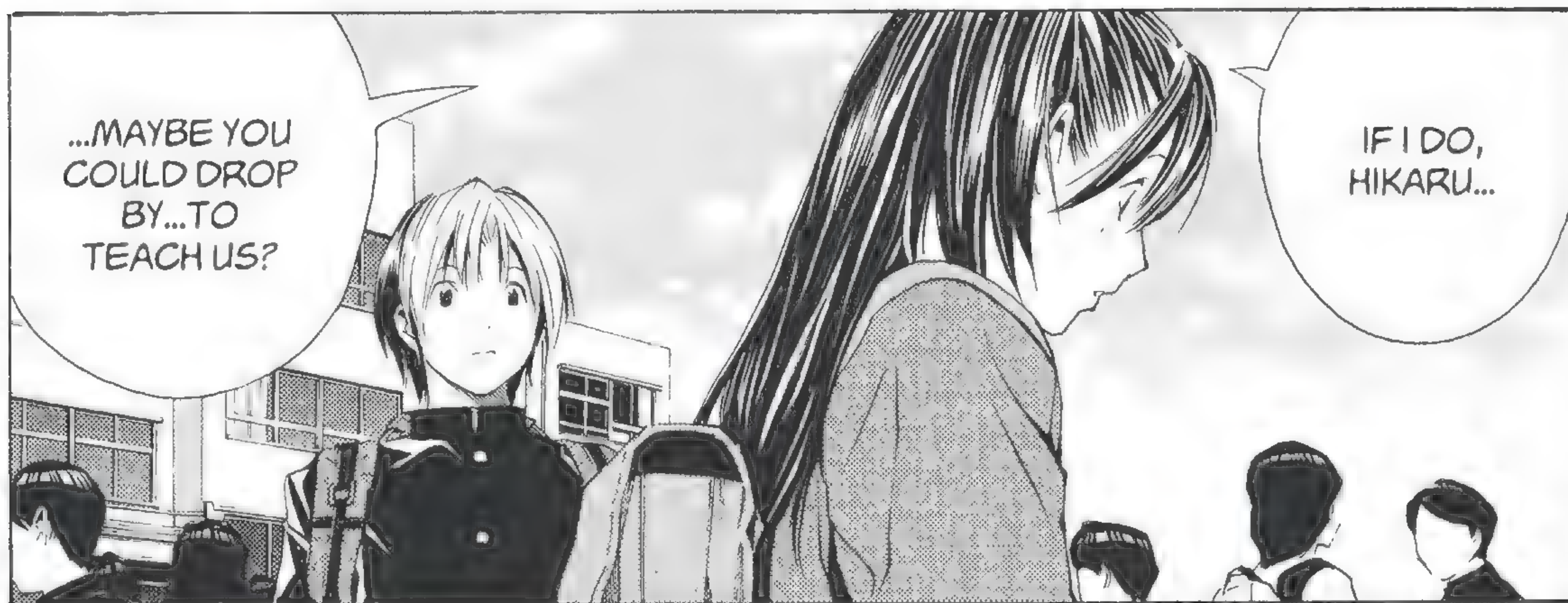
CLICK

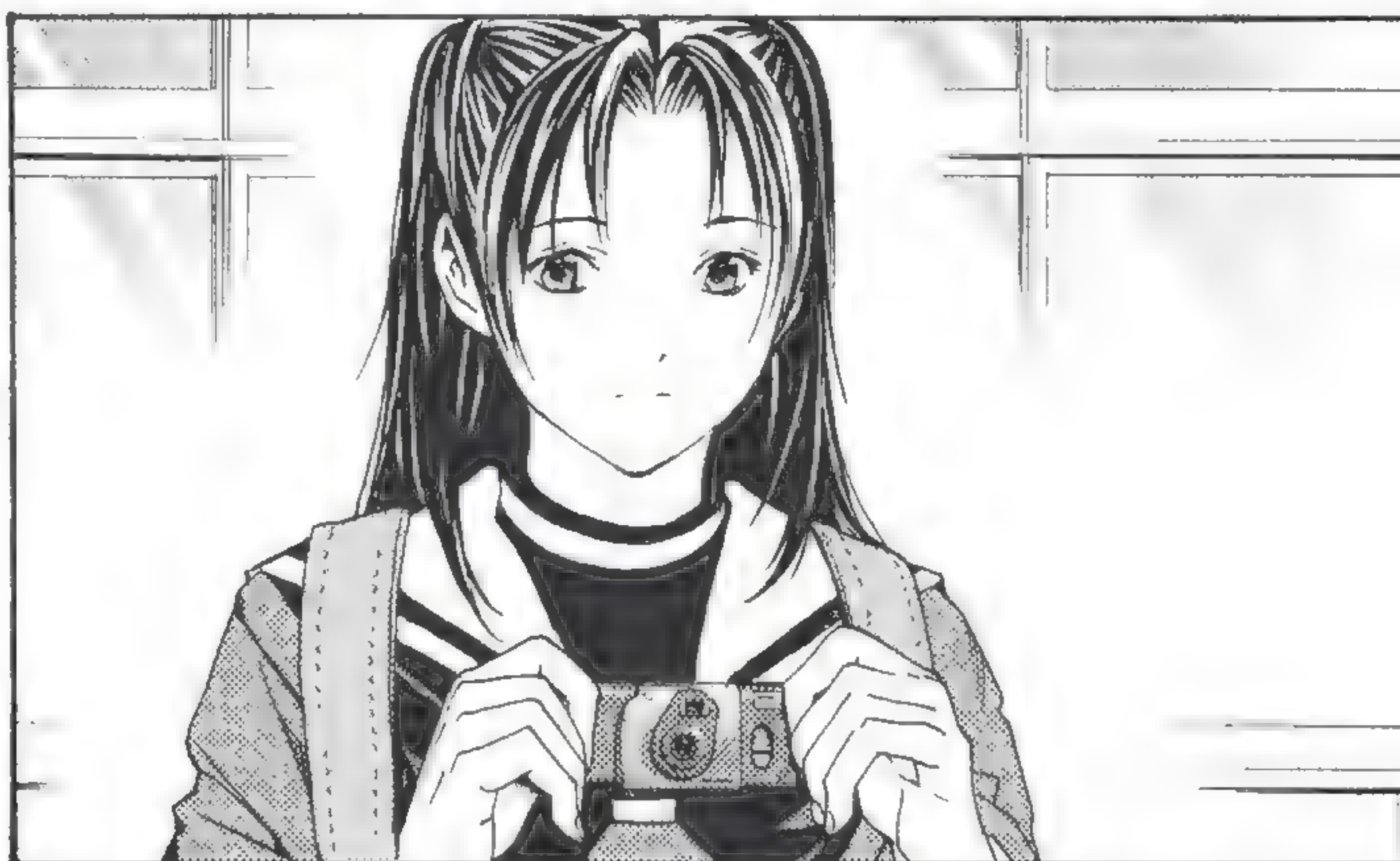


LEMME
SEE THAT
CAMERA.

SHOULD
WE TAKE
ANOTHER
PHOTO WITH
SHINDO IN
IT?







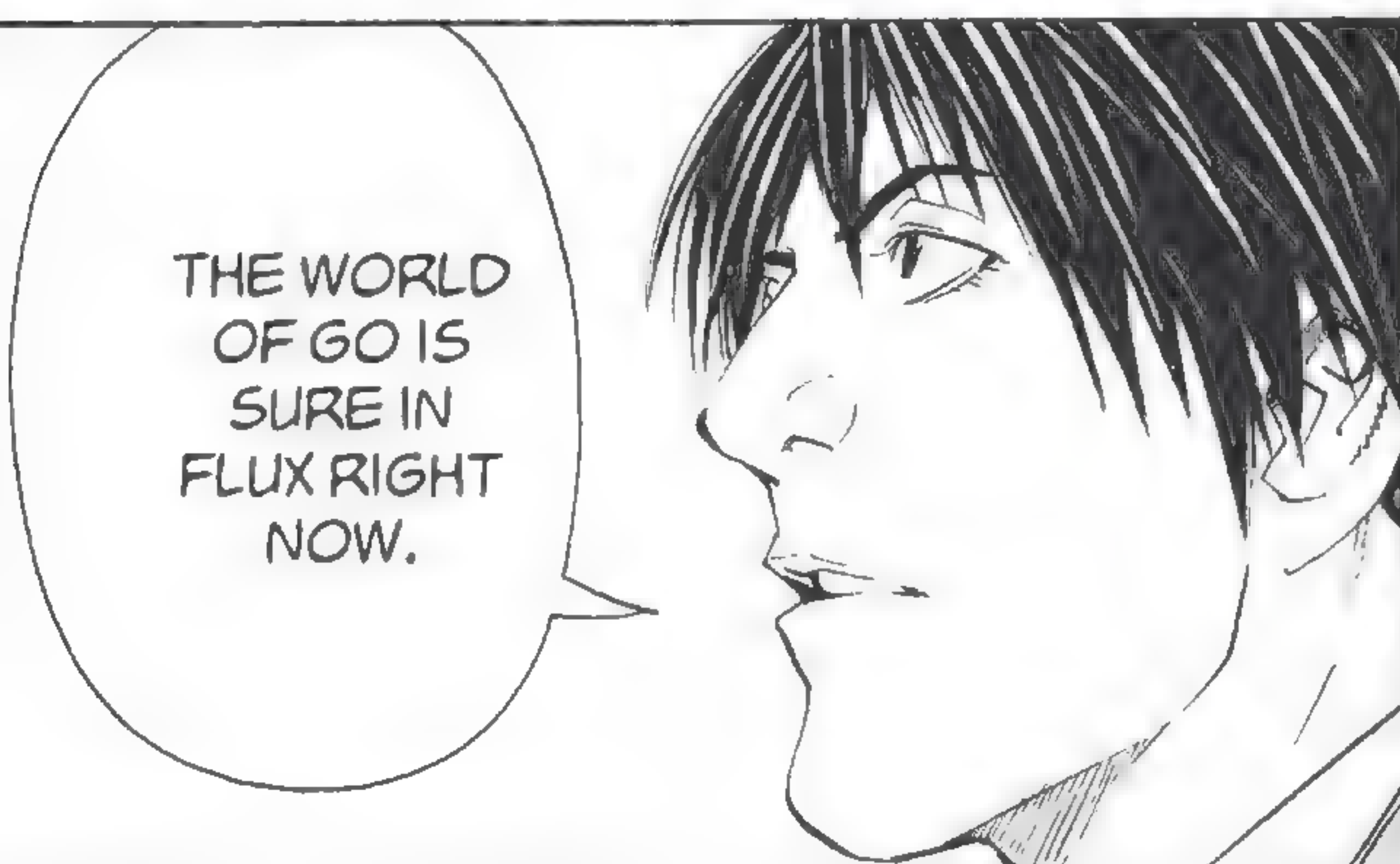


MARCH
29



OLD?
PLEASE!

SO YOU'RE
SAYING THIS
YEAR IT'S THE
THREE OLD
ADULTS?



THE WORLD
OF GO IS
SURE IN
FLUX RIGHT
NOW.



HEY, KADOWAKI,
DID YOU KNOW
LAST YEAR'S NEW
PROS WERE
NICKNAMED THE
THREE LITTLE
KIDS?



YOU'RE RIGHT.
HE LOST TO TOYA
IN THE HON'INBO
LEAGUE, AND
COULDN'T
DEFEND THE KISEI
TITLE EITHER.
HE'S ALL OVER
THE PLACE.

ICHIRYU
SENSEI
HASN'T BEEN
IN TOP
FORM.

YEAH... ZAMA
SENSEI MADE
A COMEBACK TO
WIN THE OZA, NOGI
SENSEI WON HIS
FIRST TENGEN TITLE,
AND HATANAKA
SENSEI BEAT OUT
ICHIRYU SENSEI
AND BECAME
MEIJIN.



WON'T BE LONG
BEFORE SHINDO
JOINS THEM.
I KNOW HE'S STILL
GREEN IN A LOT OF
WAYS, BUT THAT'S
WHAT I THINK.



IT WAS
REALLY
TOO BAD.
THAT WAS A
GOOD,
TENSE GAME
OF GO.

TOYA
LOST HIS
MATCH TO
SERIZAWA
SENSEI.



TOYA,
SERIZAWA...
THROW KURATA
IN THE MIX AND
IT'S A REAL
POWER
RIVALRY.





ANYWAY,
KADOWAKI,
NOW IT'S
OUR TURN
TO FIRE IT
UP!

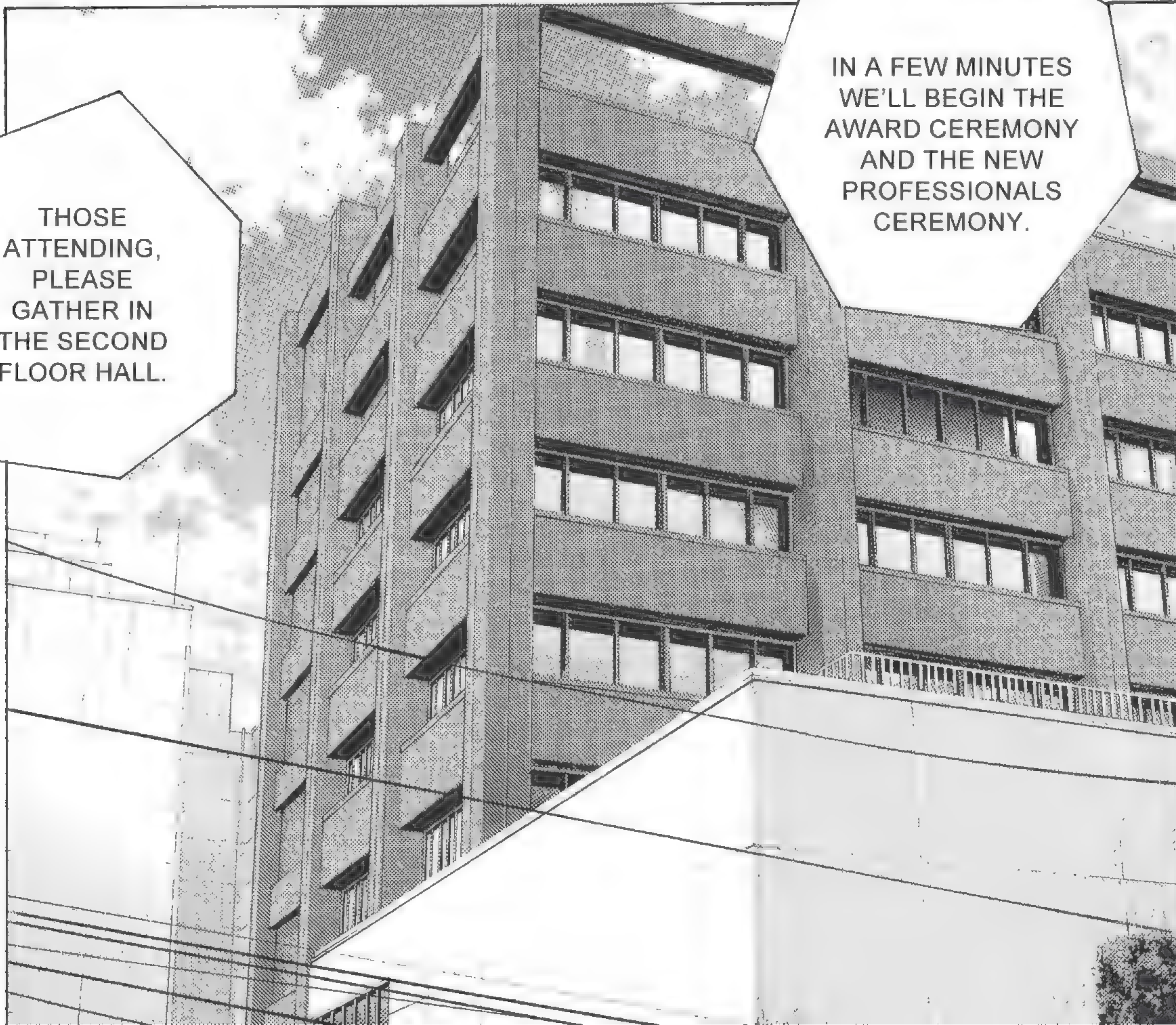


HEY,
HONDA.

ISUMI!
KADOWAKI
!



YOU GOT
THAT
RIGHT.

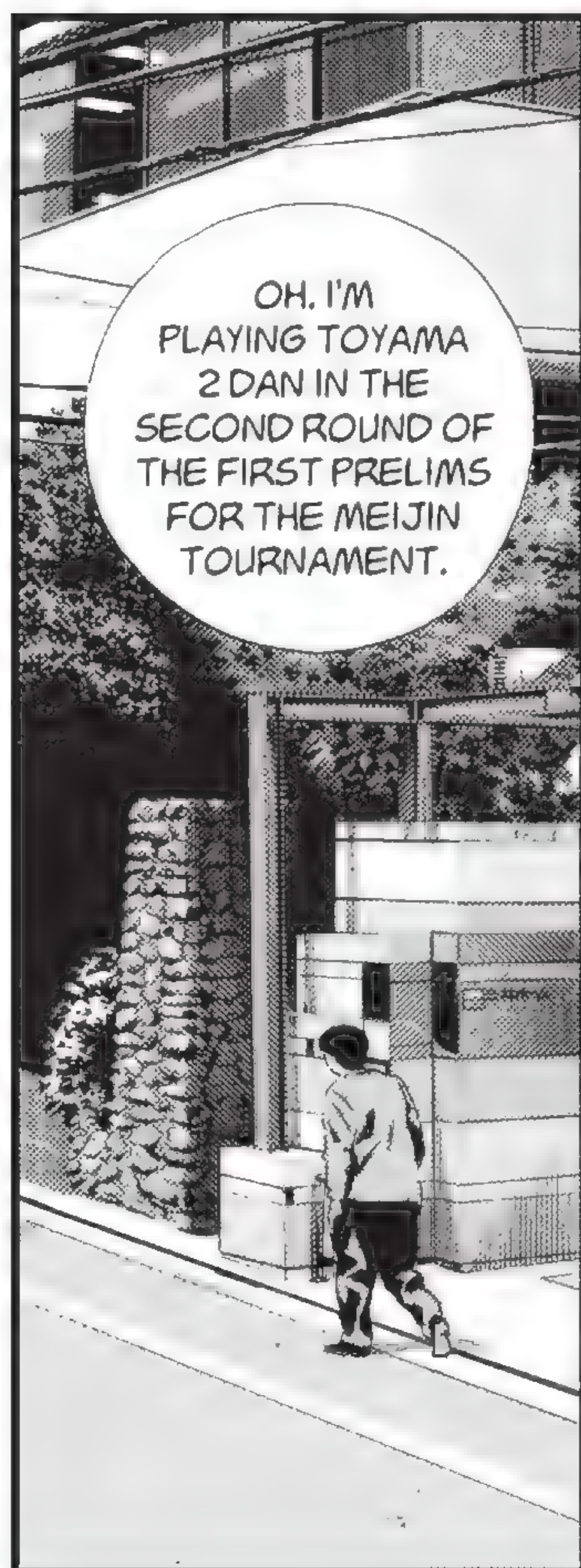


THOSE
ATTENDING,
PLEASE
GATHER IN
THE SECOND
FLOOR HALL.

IN A FEW MINUTES
WE'LL BEGIN THE
AWARD CEREMONY
AND THE NEW
PROFESSIONALS
CEREMONY.

A WORD ABOUT HIKARU NO GO

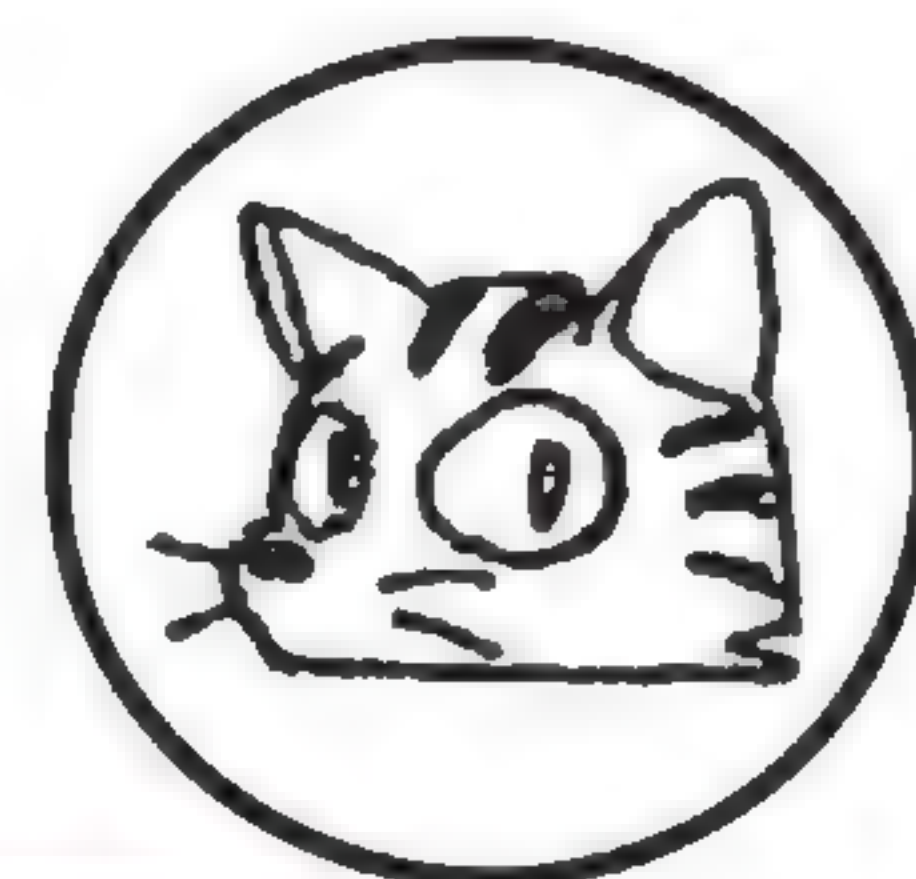
THE SYSTEM OF TOURNAMENT MATCHES ①



IT IS VERY COMPLICATED.

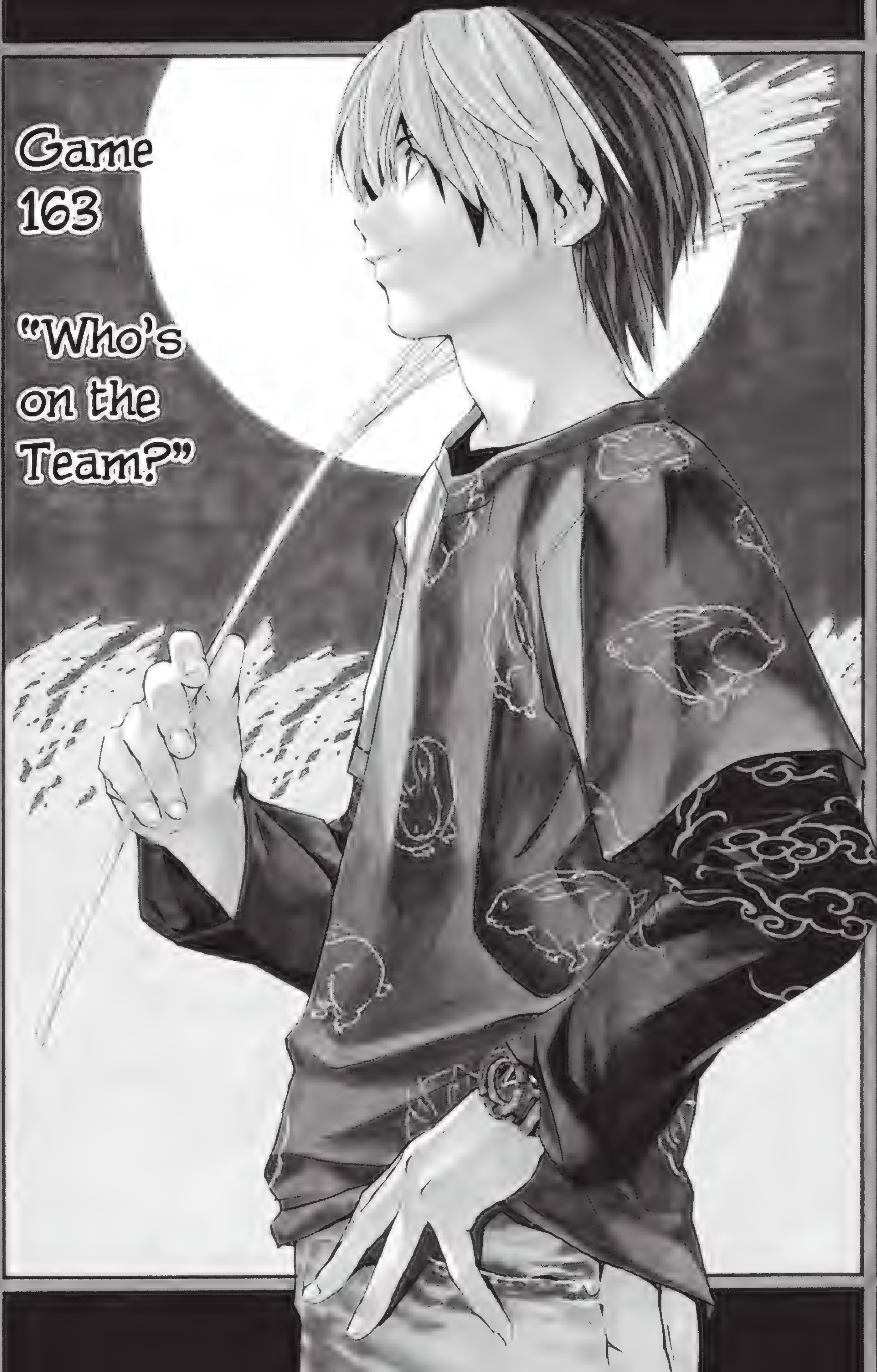
PROFESSIONAL GO PLAYERS COMPETE IN CLOSE TO
30 TOURNAMENTS, INCLUDING INTERNATIONAL ONES.
AND THEY ALL PROCEED SLOWLY AND SIMULTA-
NEOUSLY.

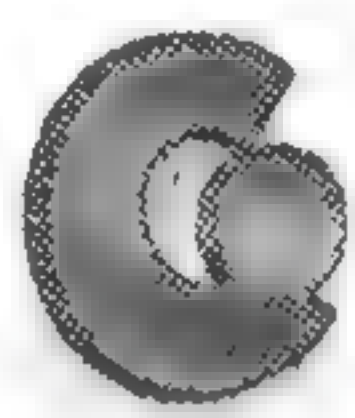
SO IT IS DIFFICULT TO GRASP THE OVERALL
PICTURE. AND THE COMPLICATED MATCH LINEUPS
ARE NO HELP!



Game
163

"Who's
on the
Team?"





JAPAN GO ASSOCIATION

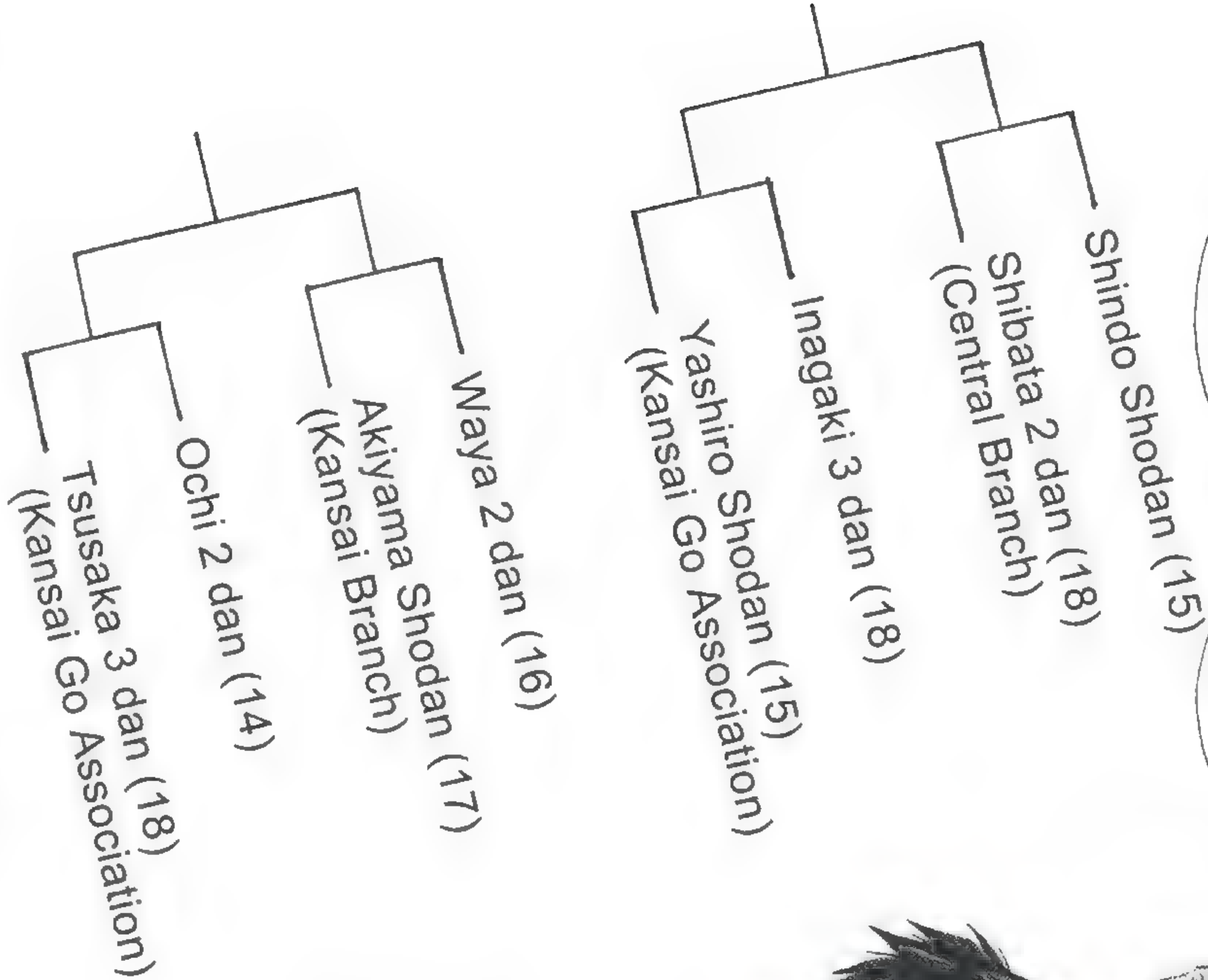
YOU KNOW THE
PAIRINGS FOR
TODAY'S FIRST
ROUND FOR THE
HOKUTO CUP
QUALIFIERS?

THAT'S
REASON-
ABLE.

THE FOUR OF US
FROM TOKYO—
YOU, ME, OCHI
AND INAGAKI—
GOT ALL SPLIT
UP.

OUR OPPONENTS
ARE ONE EACH
FROM THE JAPAN
GO ASSOCIATION'S
CENTRAL AND
KANSAI BRANCHES,
AND TWO FROM
THE KANSAI GO
ASSOCIATION.





THE FOUR WINNERS OF THE FIRST ROUND PLAY EACH OTHER IN THE SECOND ROUND AT 3 P.M.

THAT'S TO DECIDE ON THE TWO REMAINING TEAM MEMBERS?

YEAH... CUZ IT'D TAKE TOO LONG TO DO IT ROUND-ROBIN.



HA HA...

NOO



THAT MEANS WE CAN RELAX AND HAVE LUNCH TOGETHER.

WELL, YOU AND I WON'T BE PLAYING EACH OTHER.



...I'M RELIEVED!

TO BE HONEST...



SHINDO AND I WON'T BE PAIRED.



...THERE ARE
TIMES WHEN
I CAN'T KEEP
UP WITH HOW
DEEP HE
SEES INTO
THE GAME.

AT
MORISHITA
SENSEI'S
STUDY
GROUP,
AND AT
THE ONES
IN MY APART-
MENT...



DON'T
DWELL ON
HOW AMAZING
SOMEONE
ELSE IS OR
YOU'LL NEVER
BEAT 'IM.

MORI-
SHITA
SENSEI
TOLD
ME...

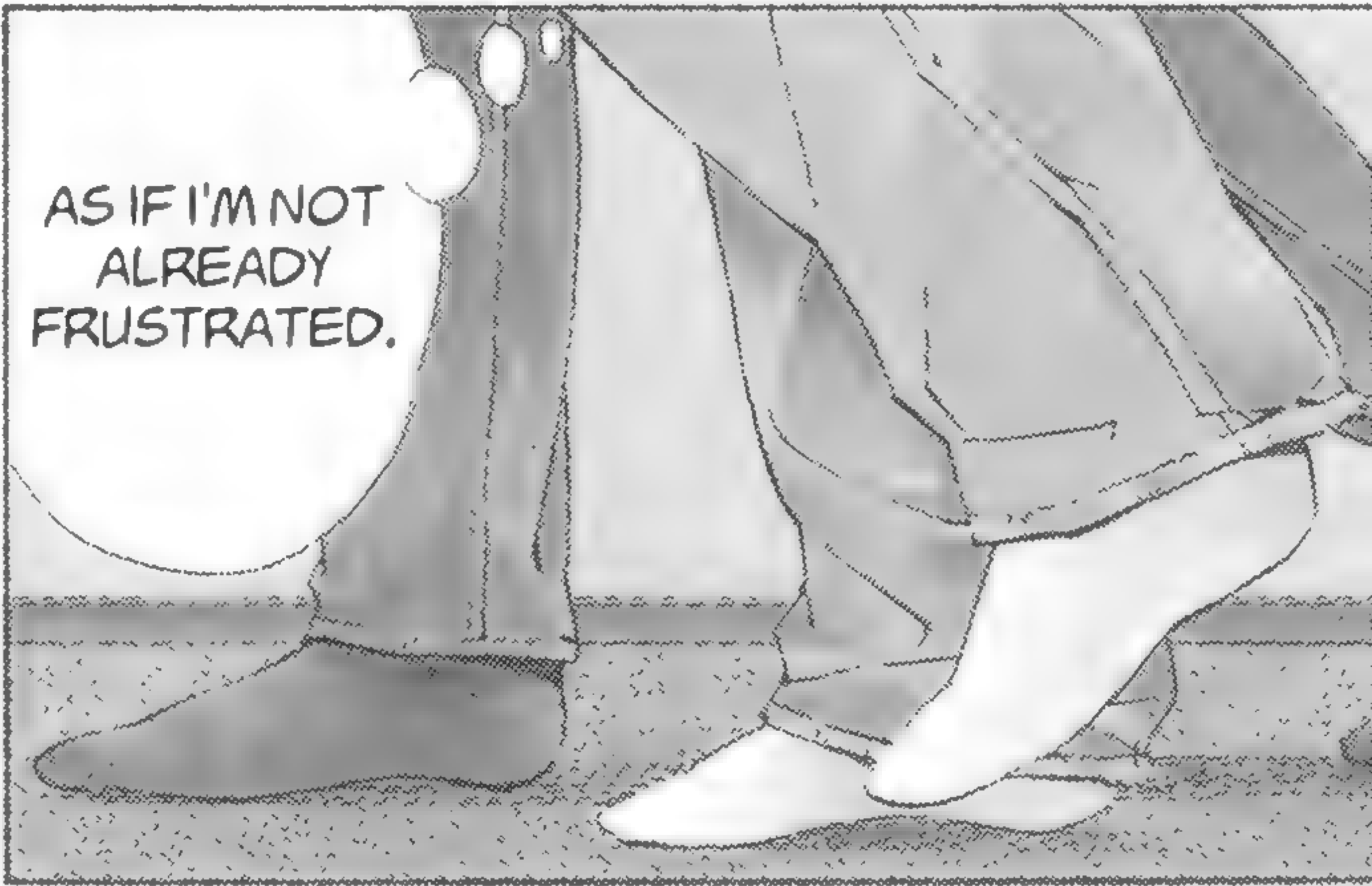
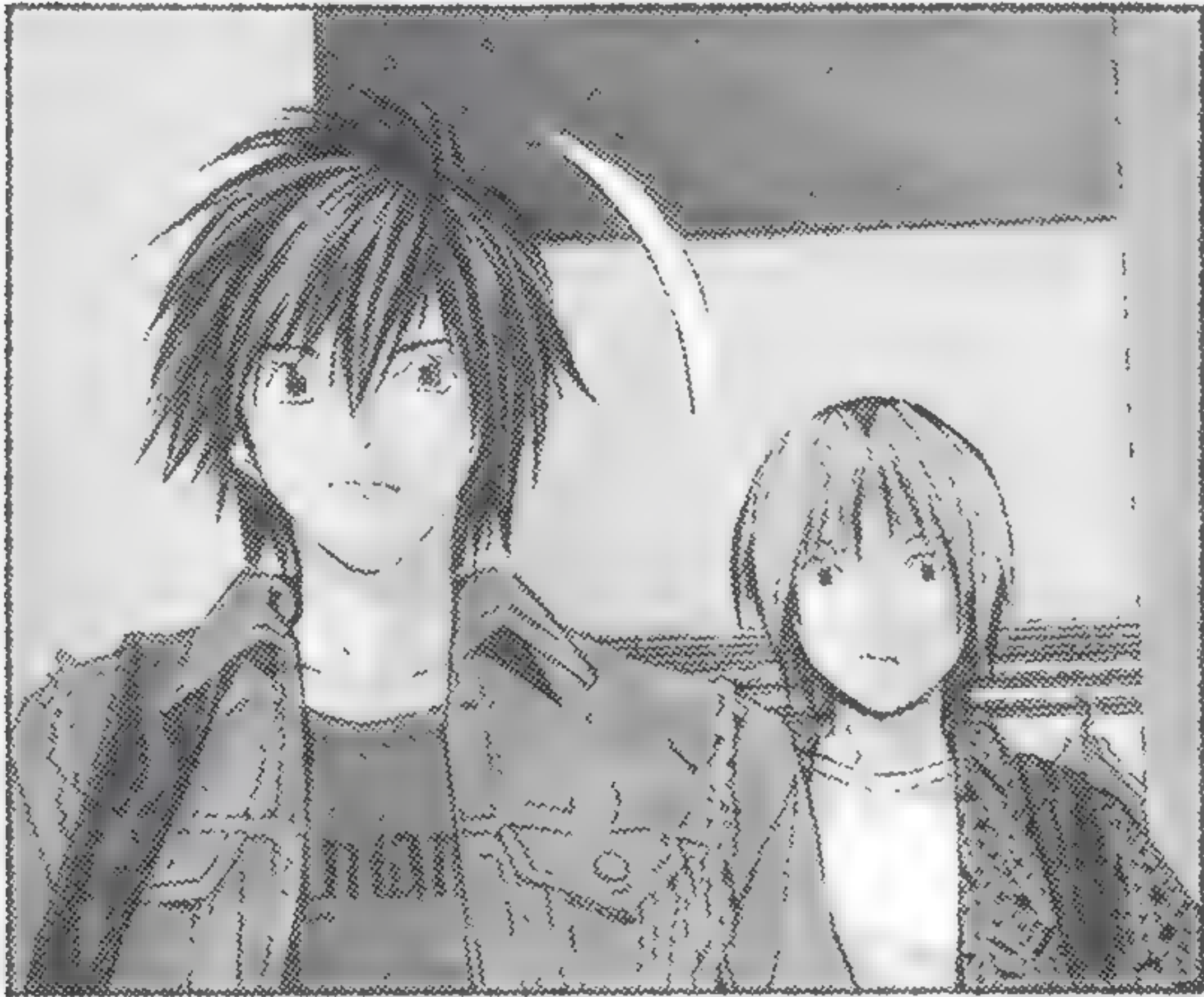


...I'M ALWAYS
REMINDING, LIKE IT
OR NOT,
OF THE
DIFFERENCE
IN OUR
ABILITIES.

SINCE
HE'S
ALWAYS
NEARBY...



HMPH!



AS IF I'M NOT
ALREADY
FRUSTRATED.



THERE WERE TWO OF US 18 AND UNDER IN THE CENTRAL REGION, SO WE HAD A REGIONAL PRELIM.



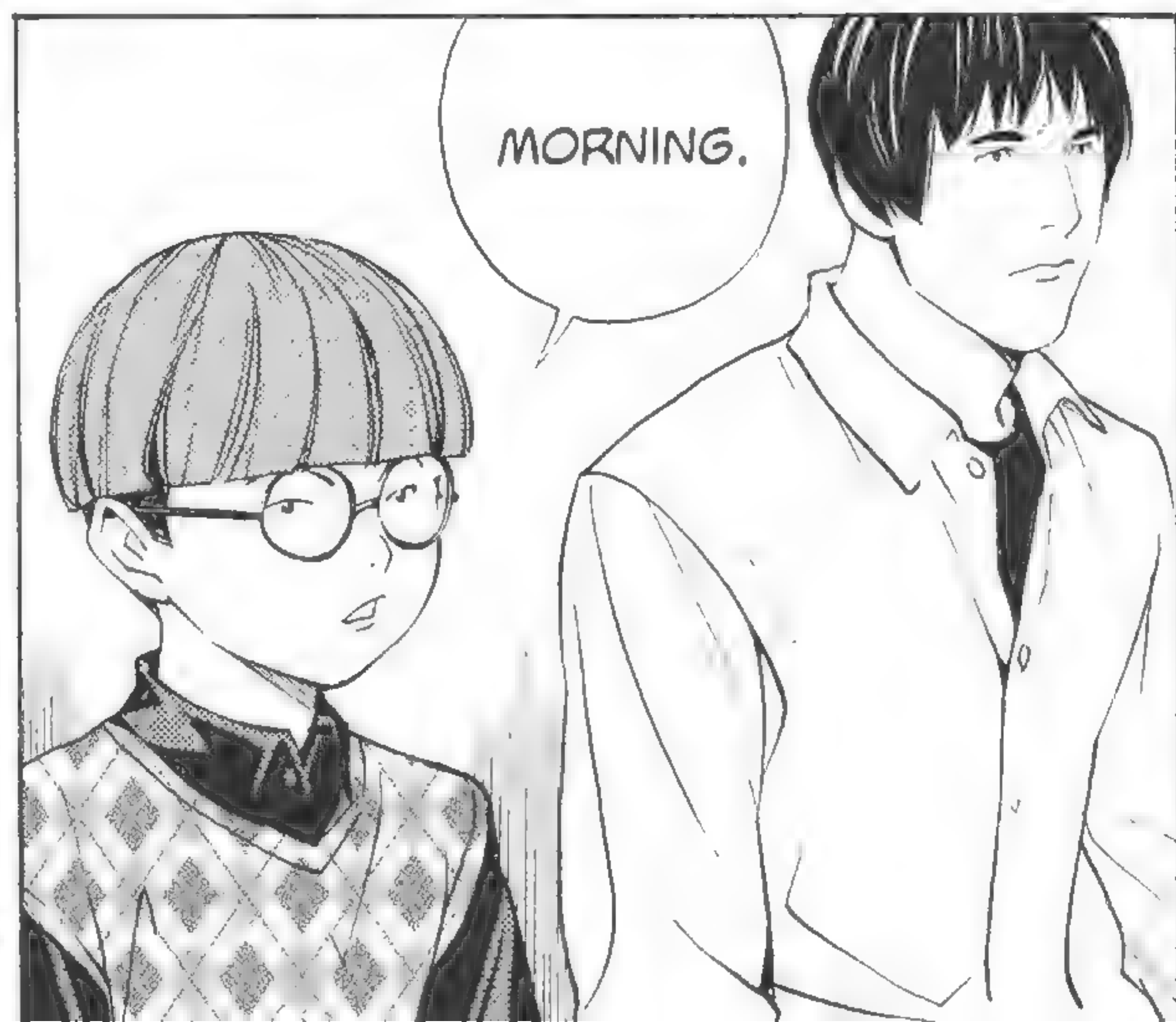
INAGAKI...

OCHI...

MORNING.

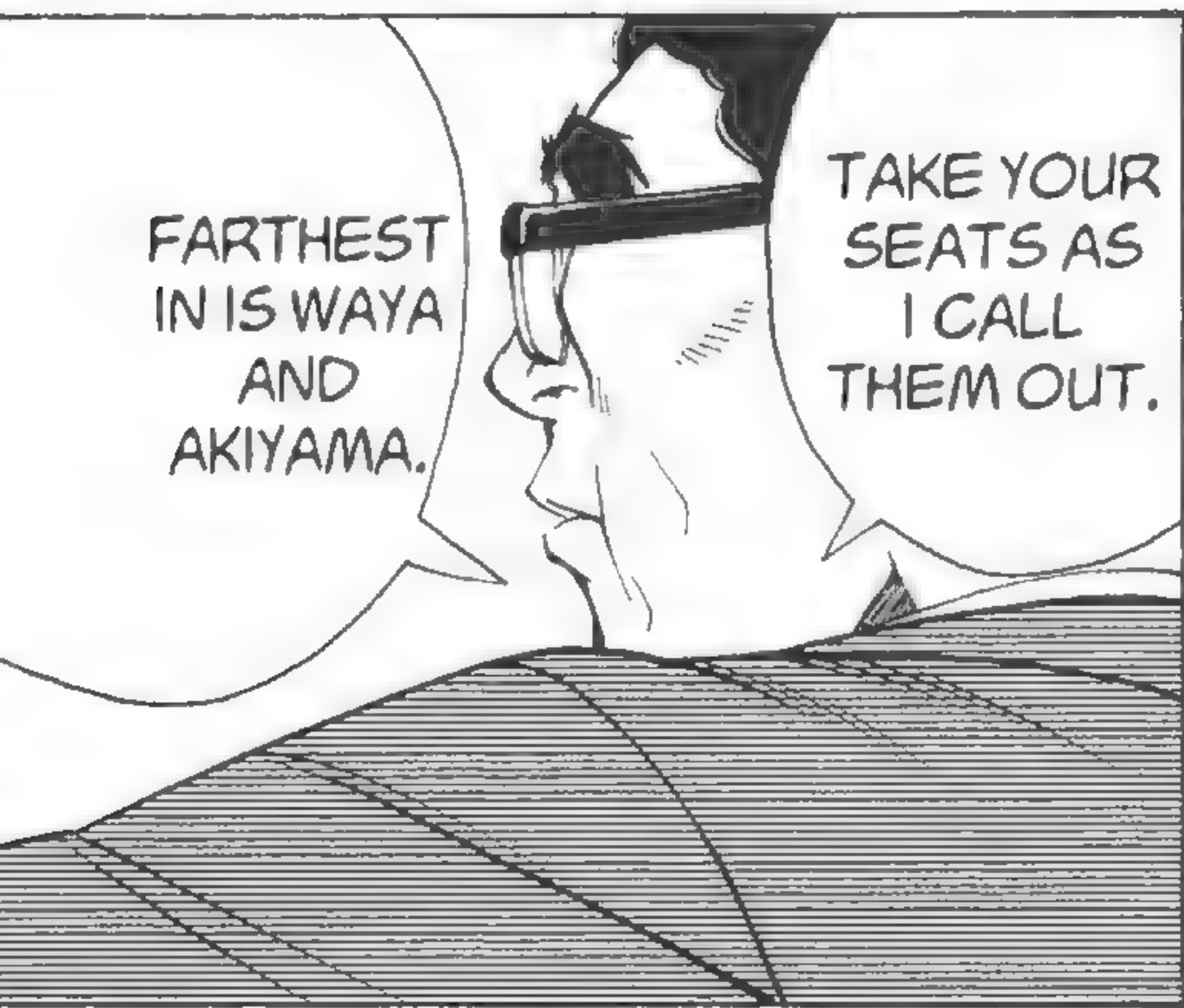
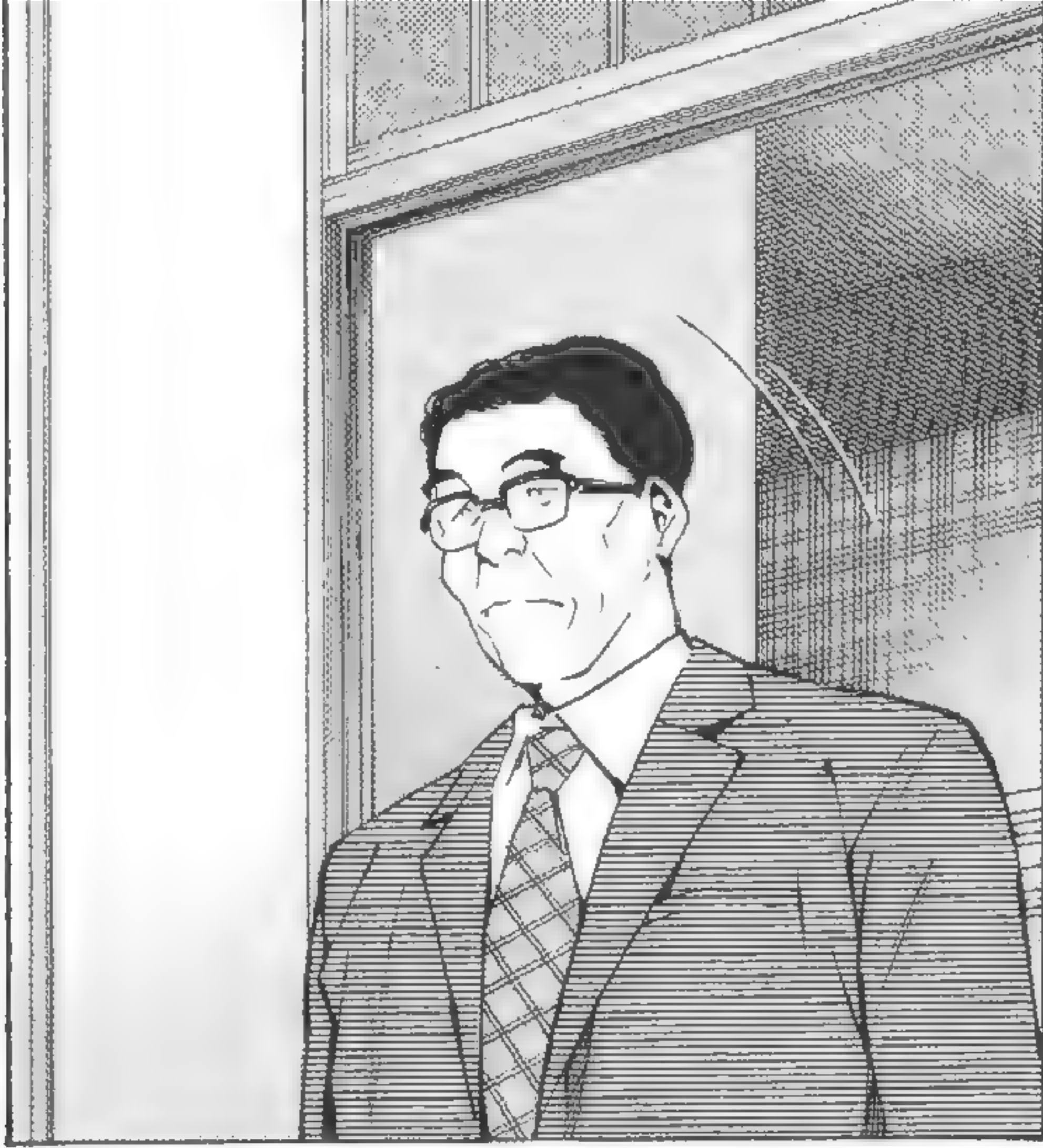


OH?
I WAS THE ONLY ONE 18 AND UNDER IN THE KANSAI REGION. HA HA...



MORNING.







MORNING.
YOU CUT
IT CLOSE.

BUT
YOU'RE
HERE, SO
I'LL SEAT
YOU.



GOOD
MORNING!

TUP
TUP



OVER HERE
FOR
YASHIRO
AND
INAGAKI.



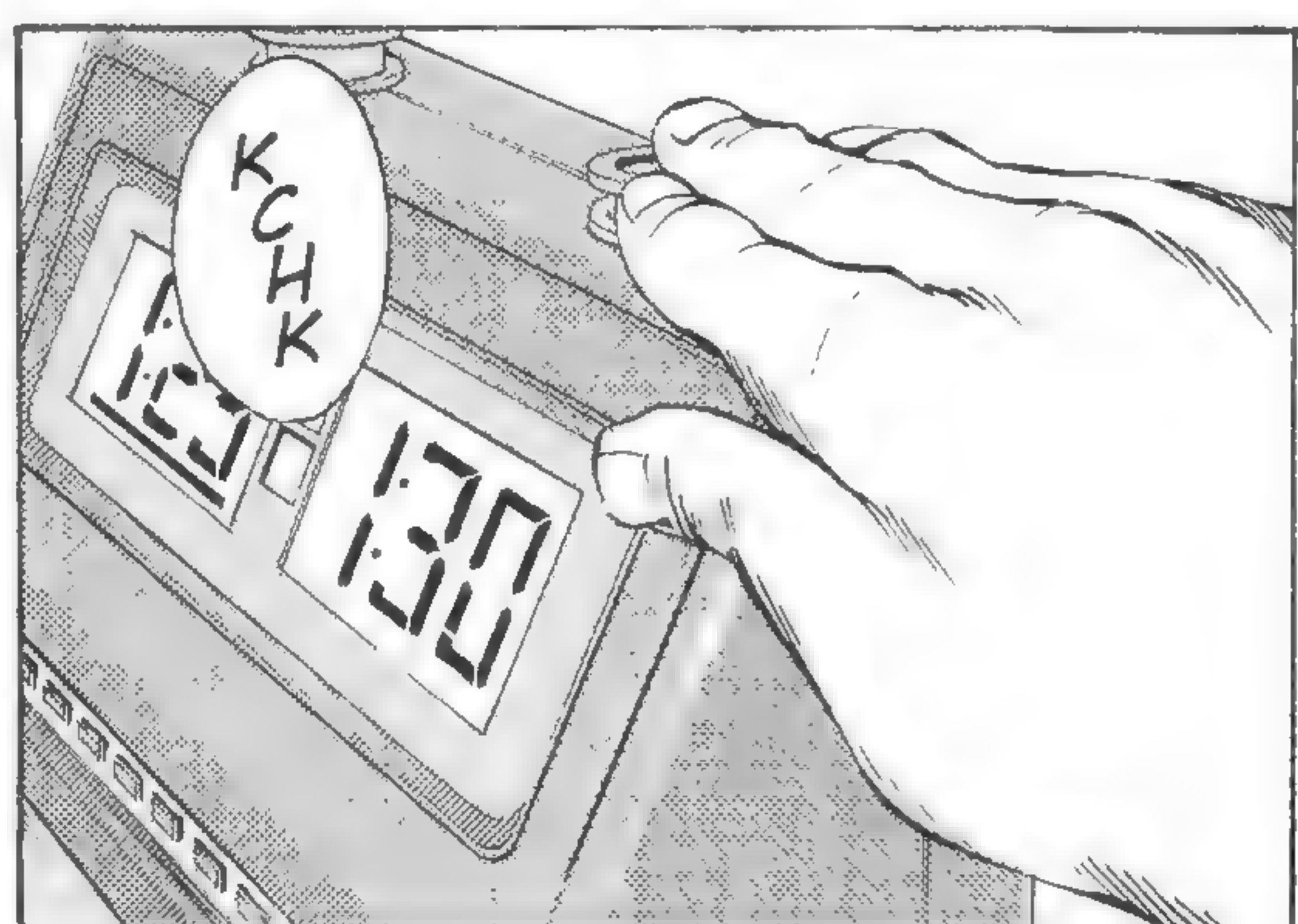
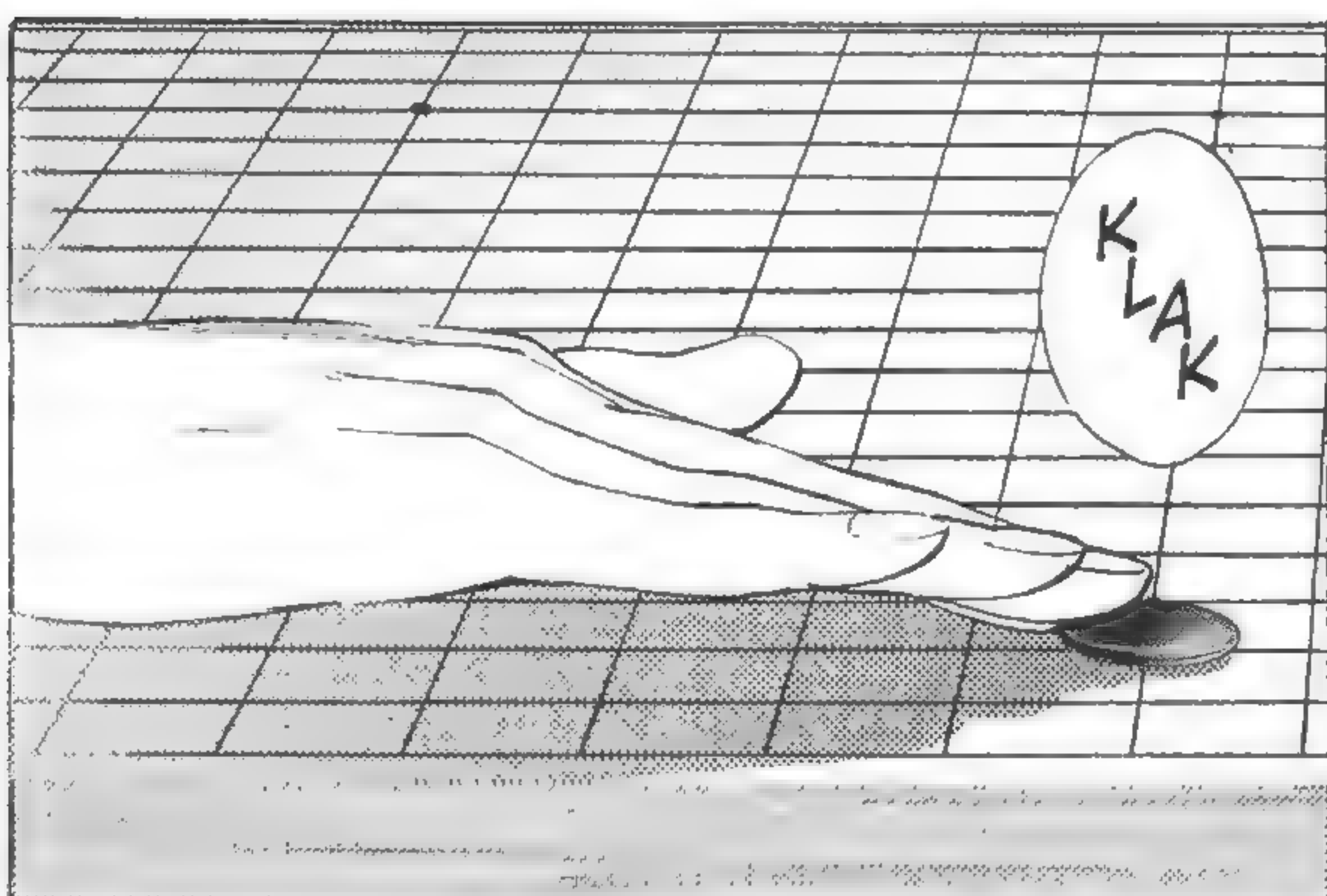
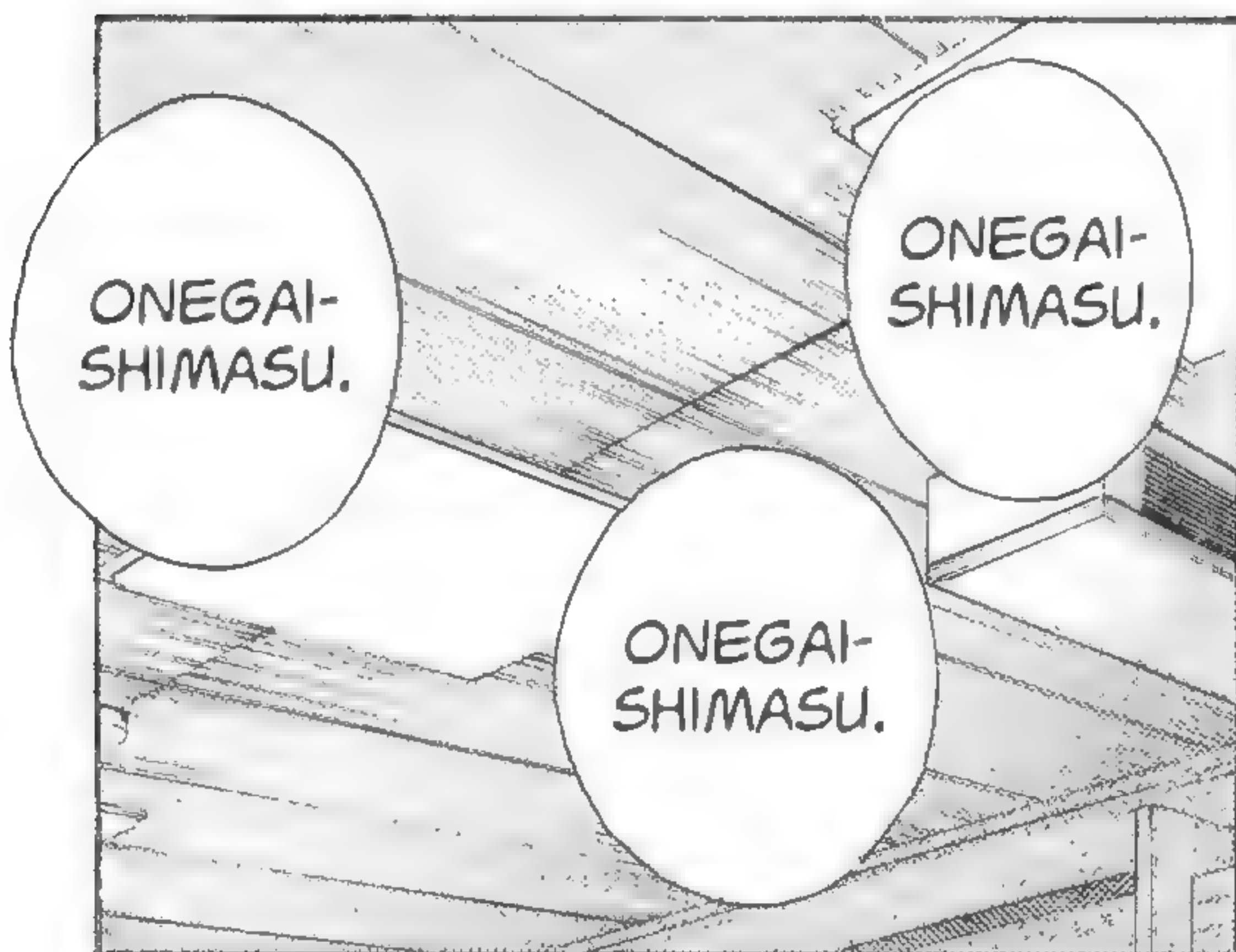
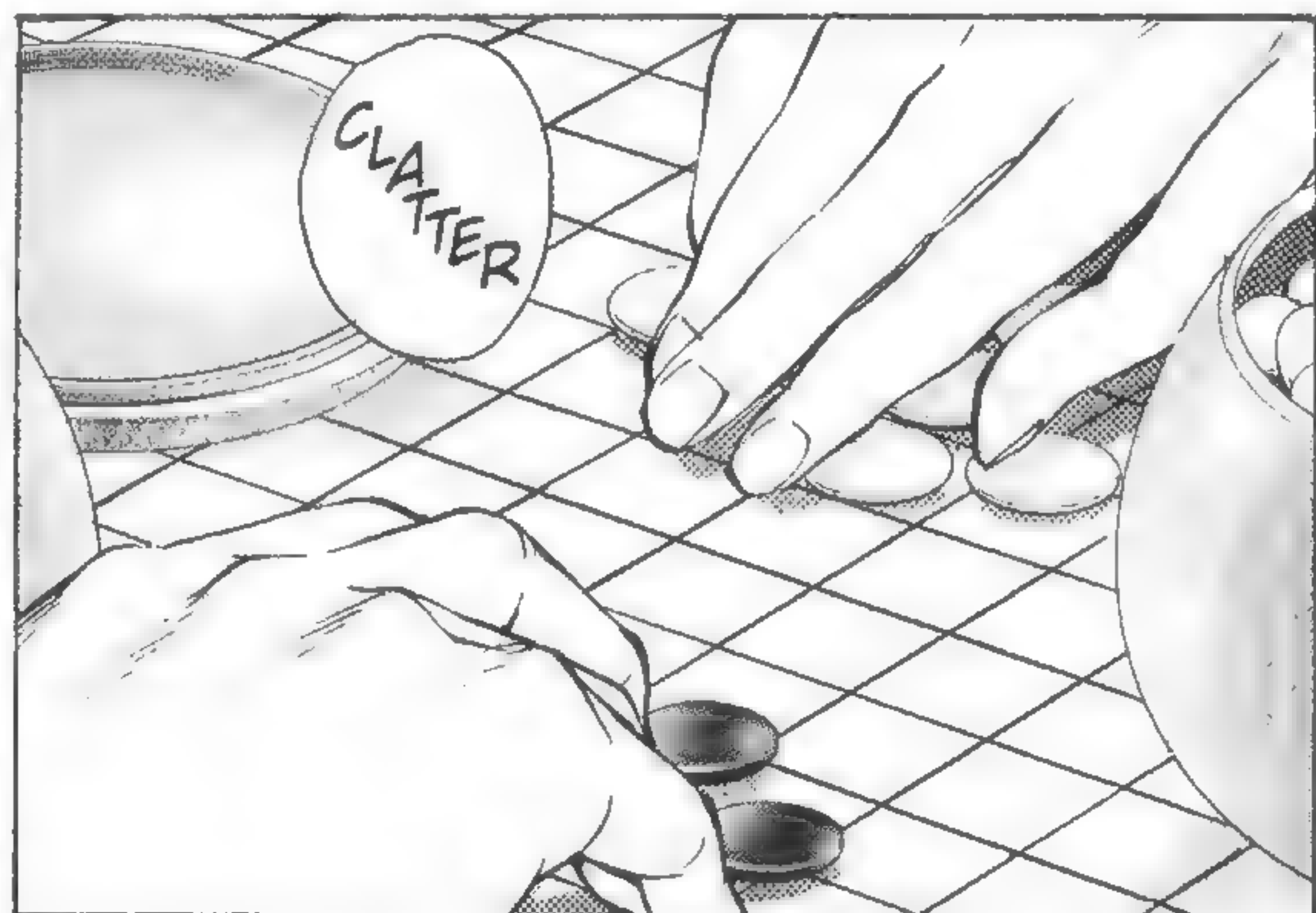
SHINDO AND
SHIBATA,
YOU'LL PLAY
HERE.



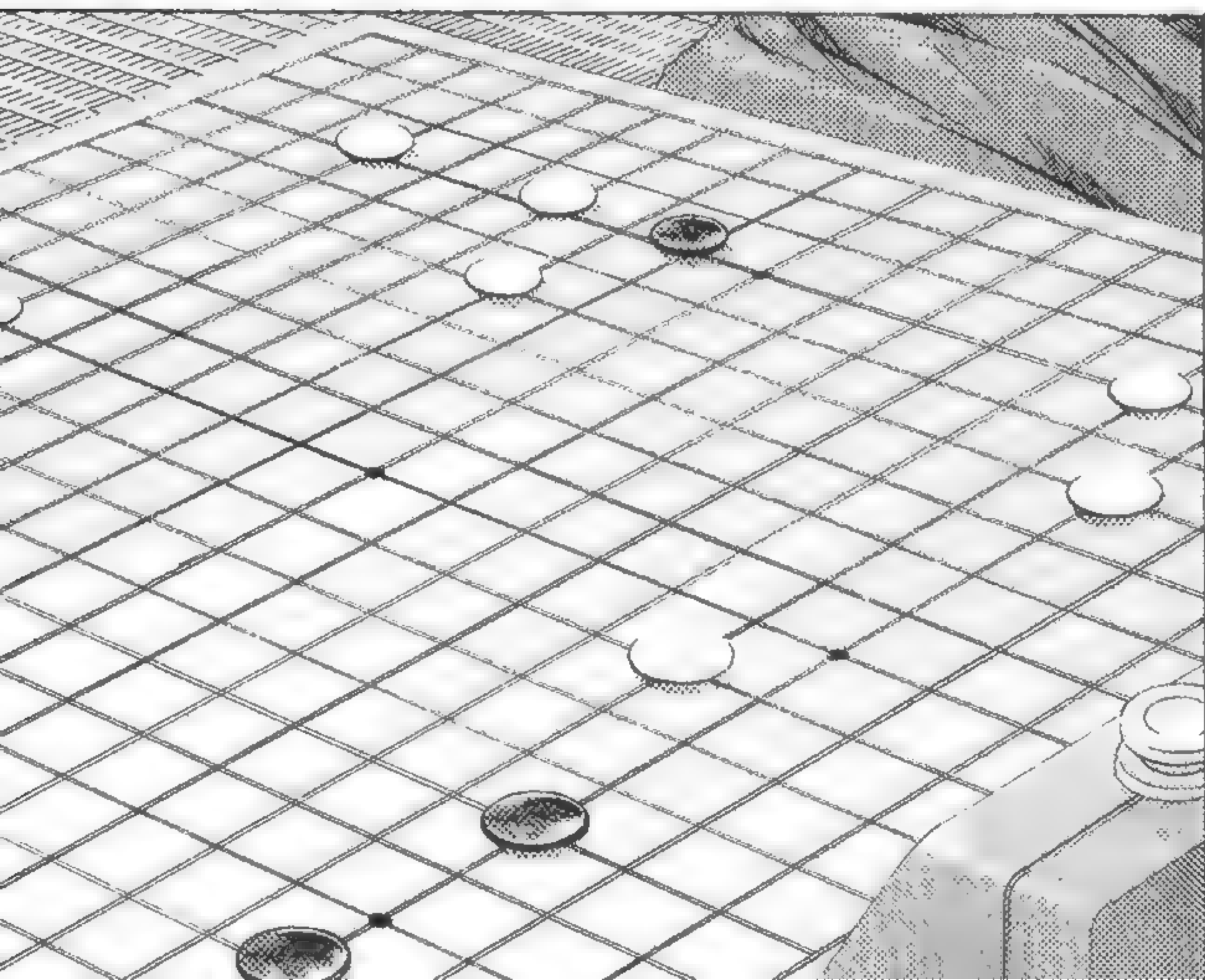
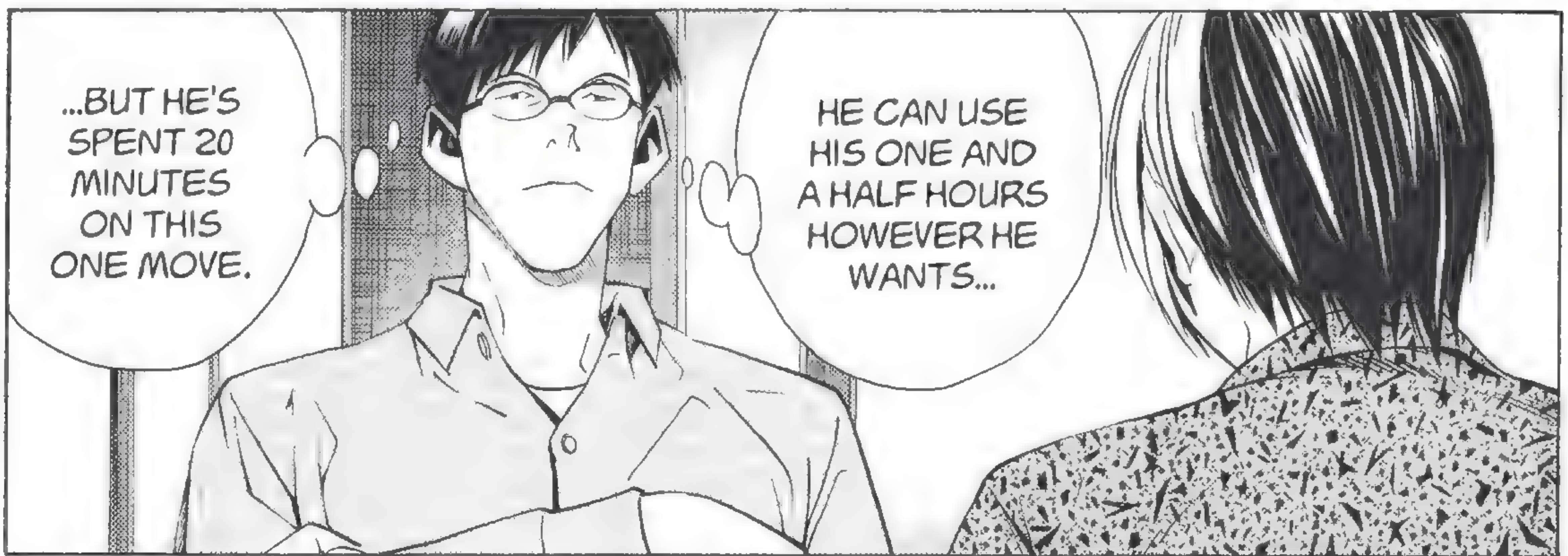
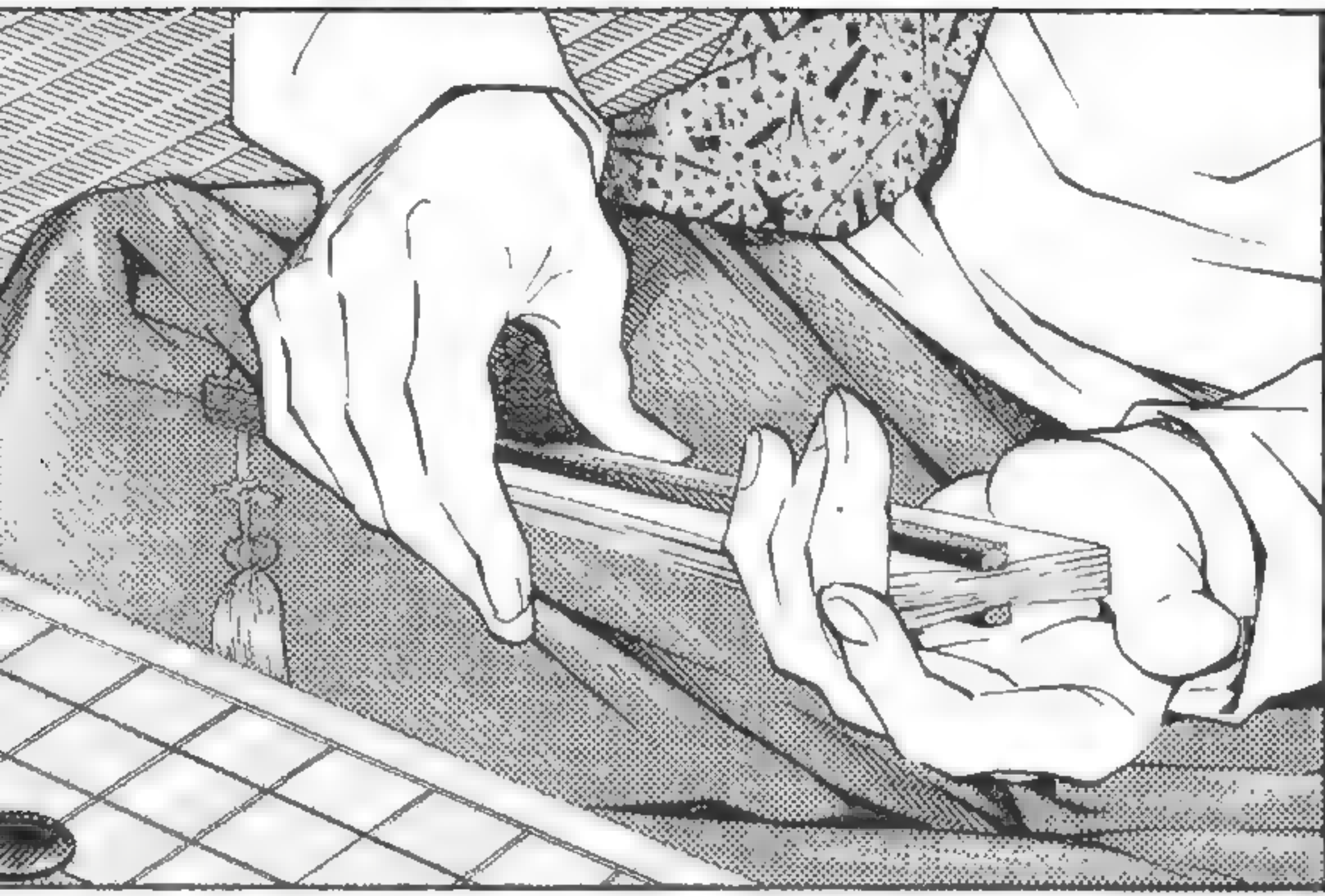
THE SECOND ROUND
WILL BEGIN AT 3 P.M.,
RIGHT HERE.
THE FOUR WHO WIN
IN THE FIRST ROUND
SHOULD EAT LUNCH
AND GET BACK BY
THEN.

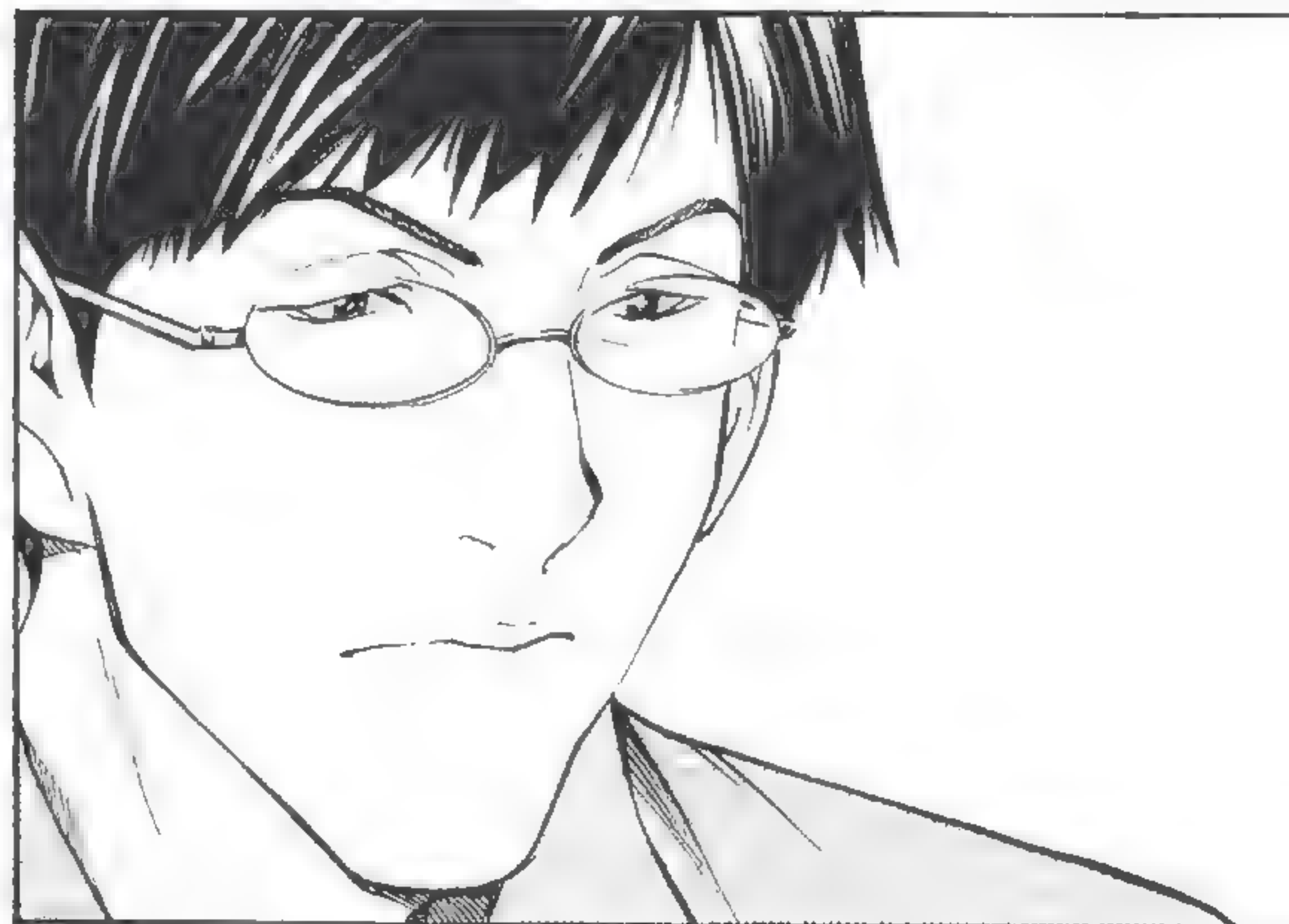
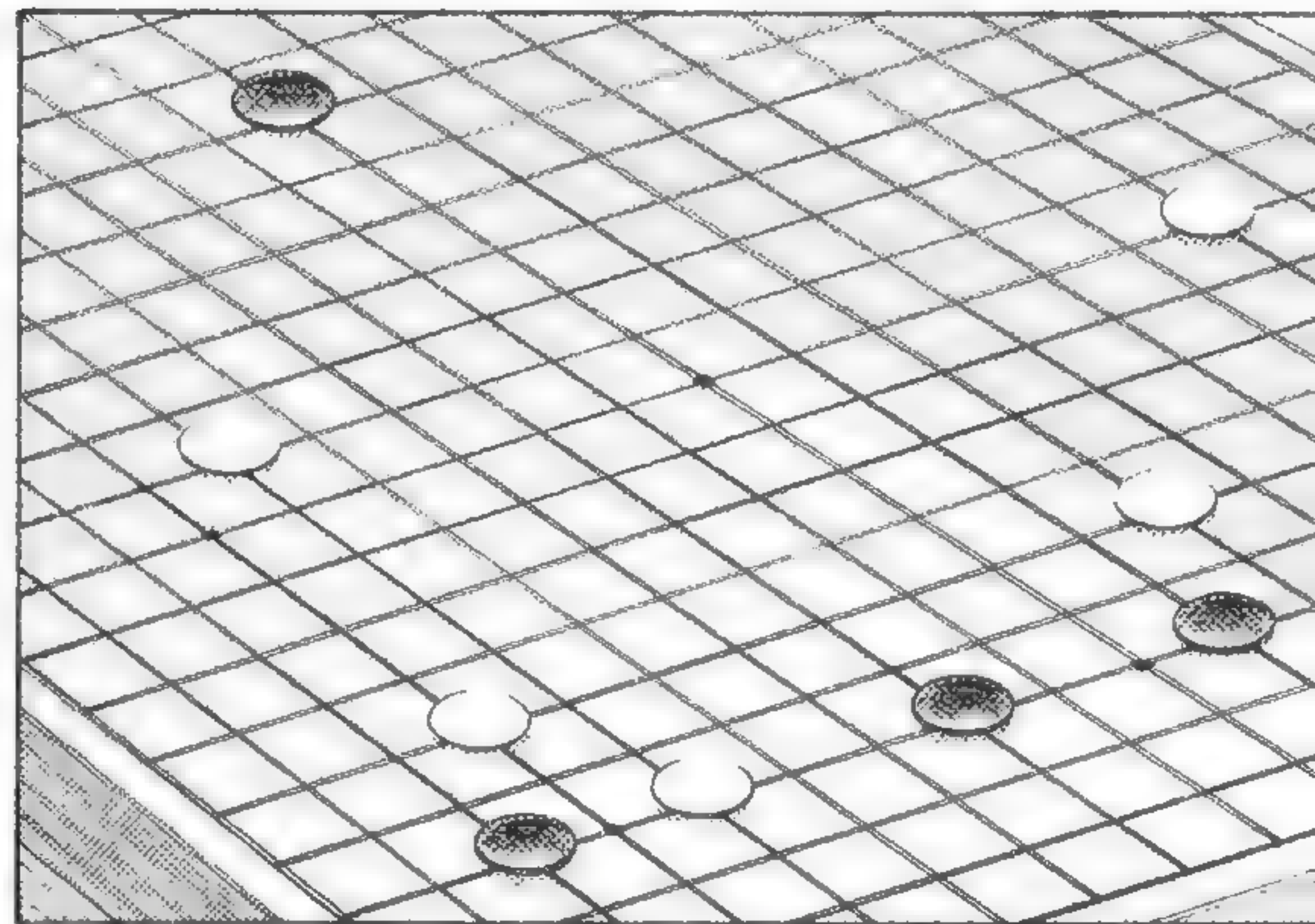
EACH PLAYER
HAS ONE AND A
HALF HOURS ON
THE CLOCK. OVER-
TIME WILL BE ONE
MINUTE PER MOVE.
KOMI IS FIVE AND A
HALF POINTS.

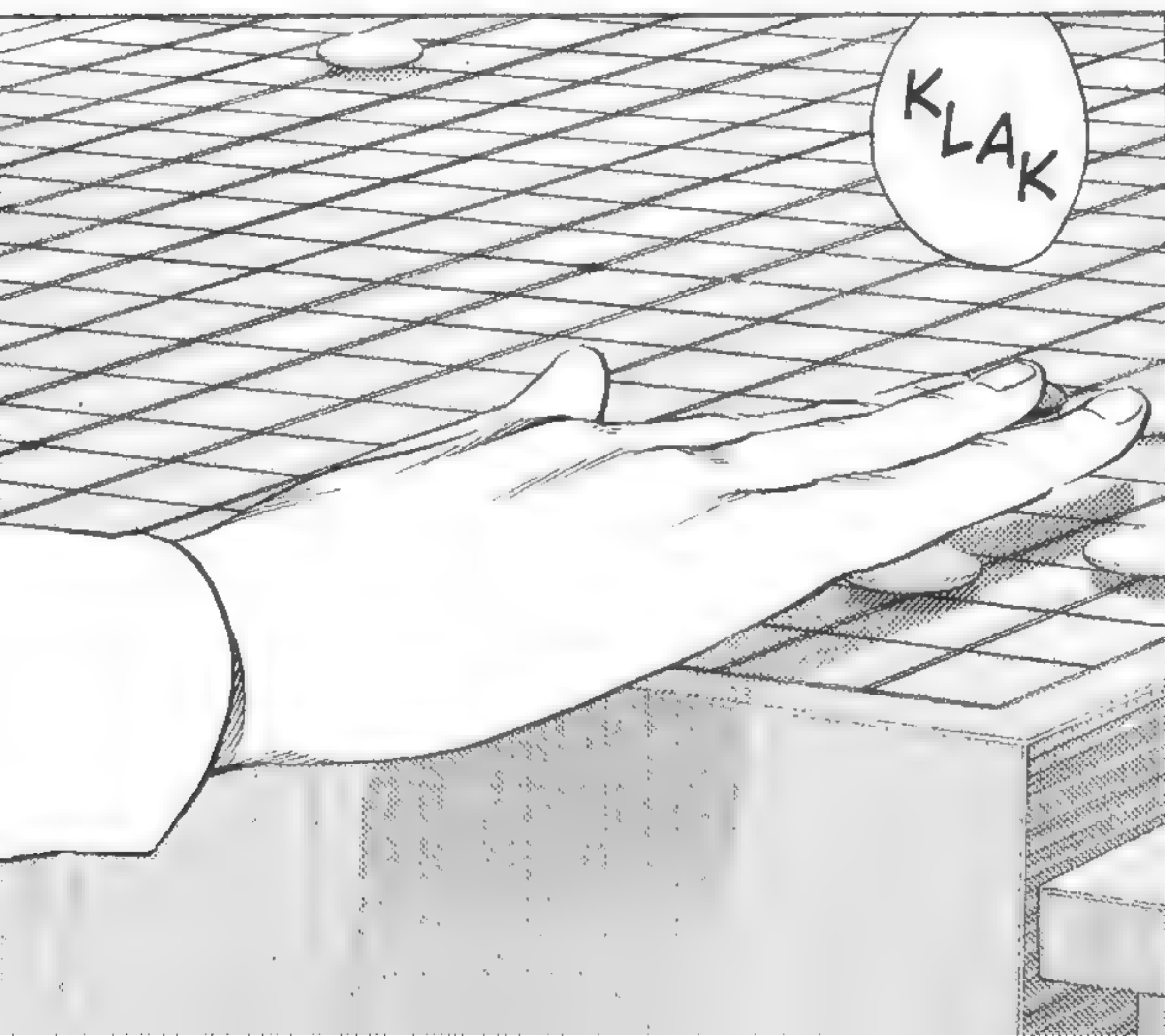
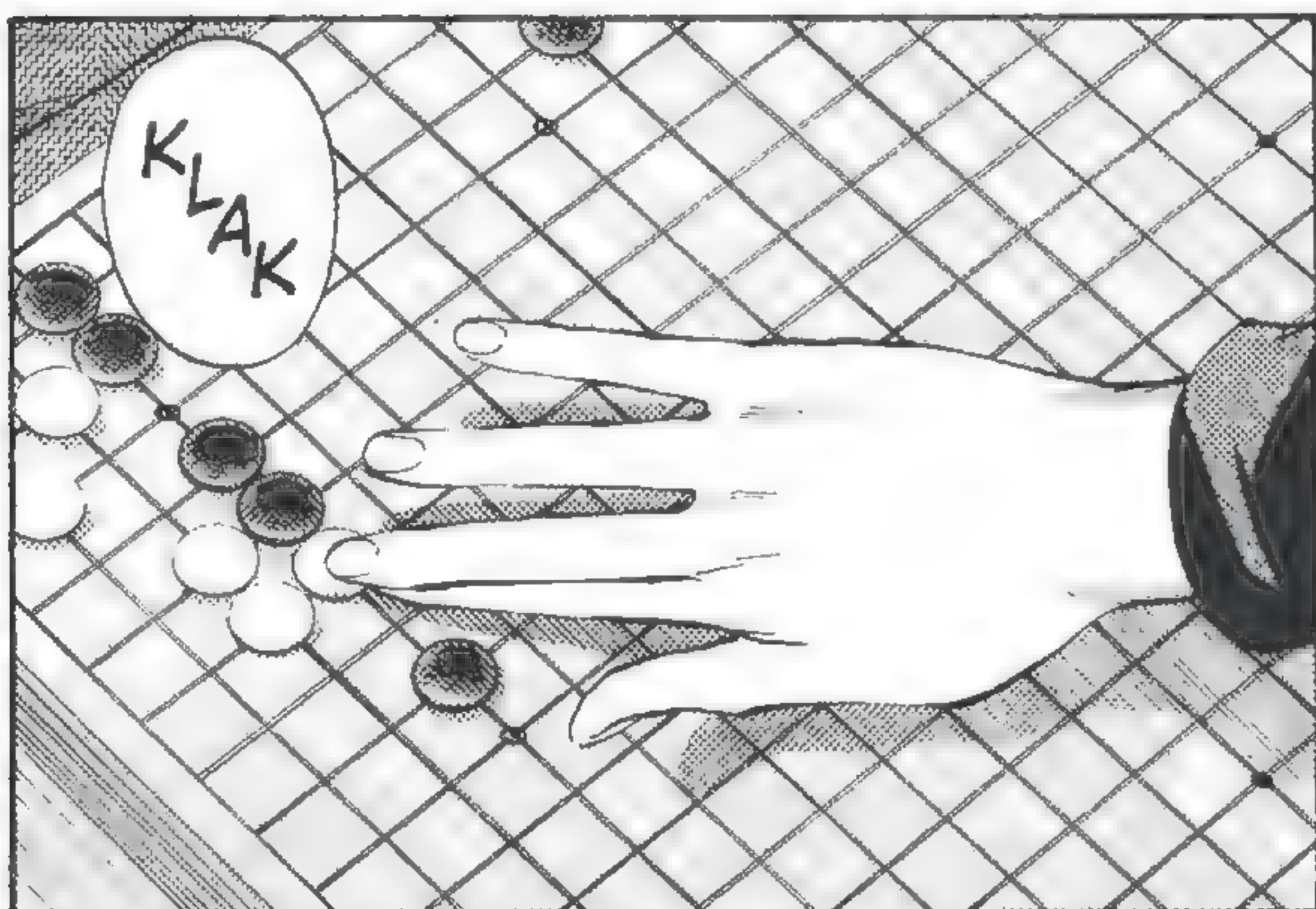
NOW I'LL
REVIEW
THE
RULES.

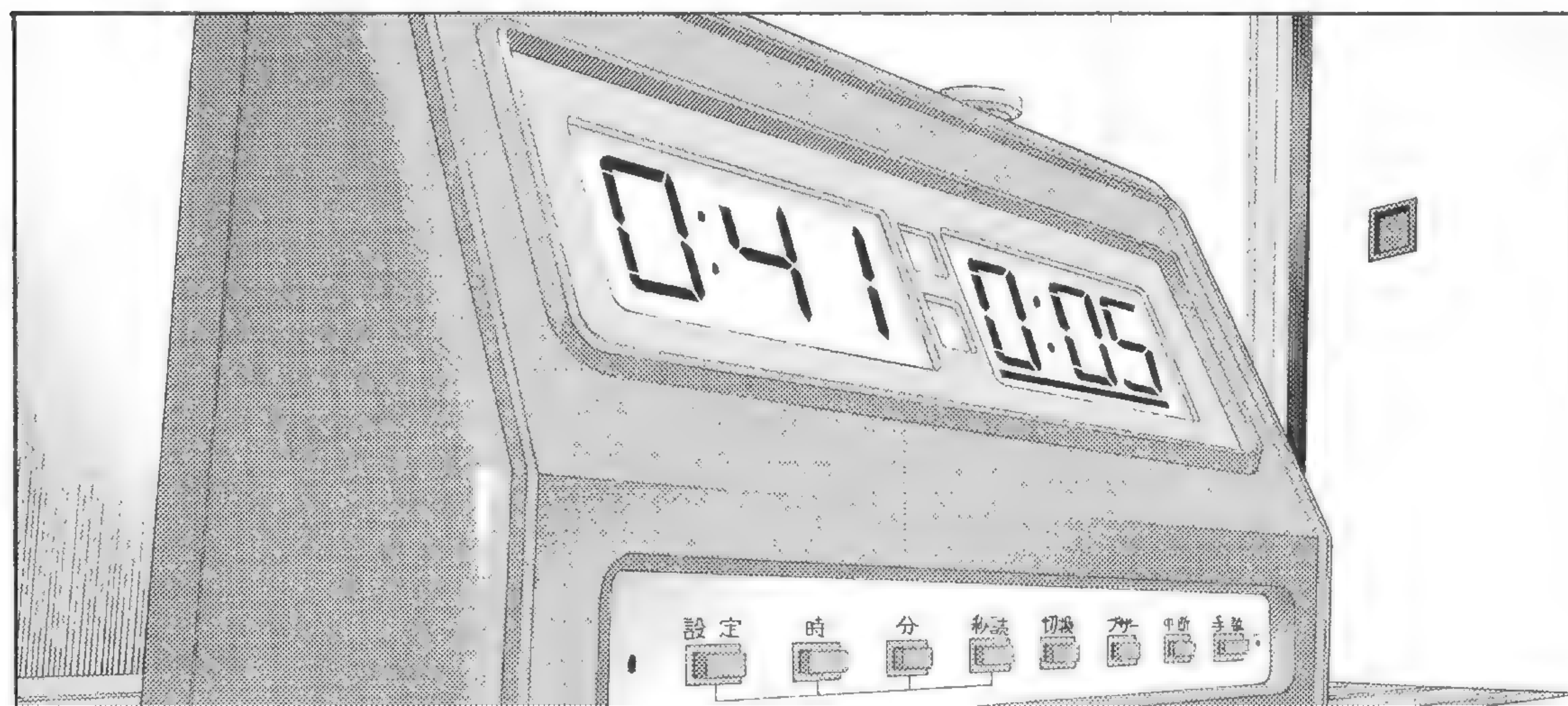
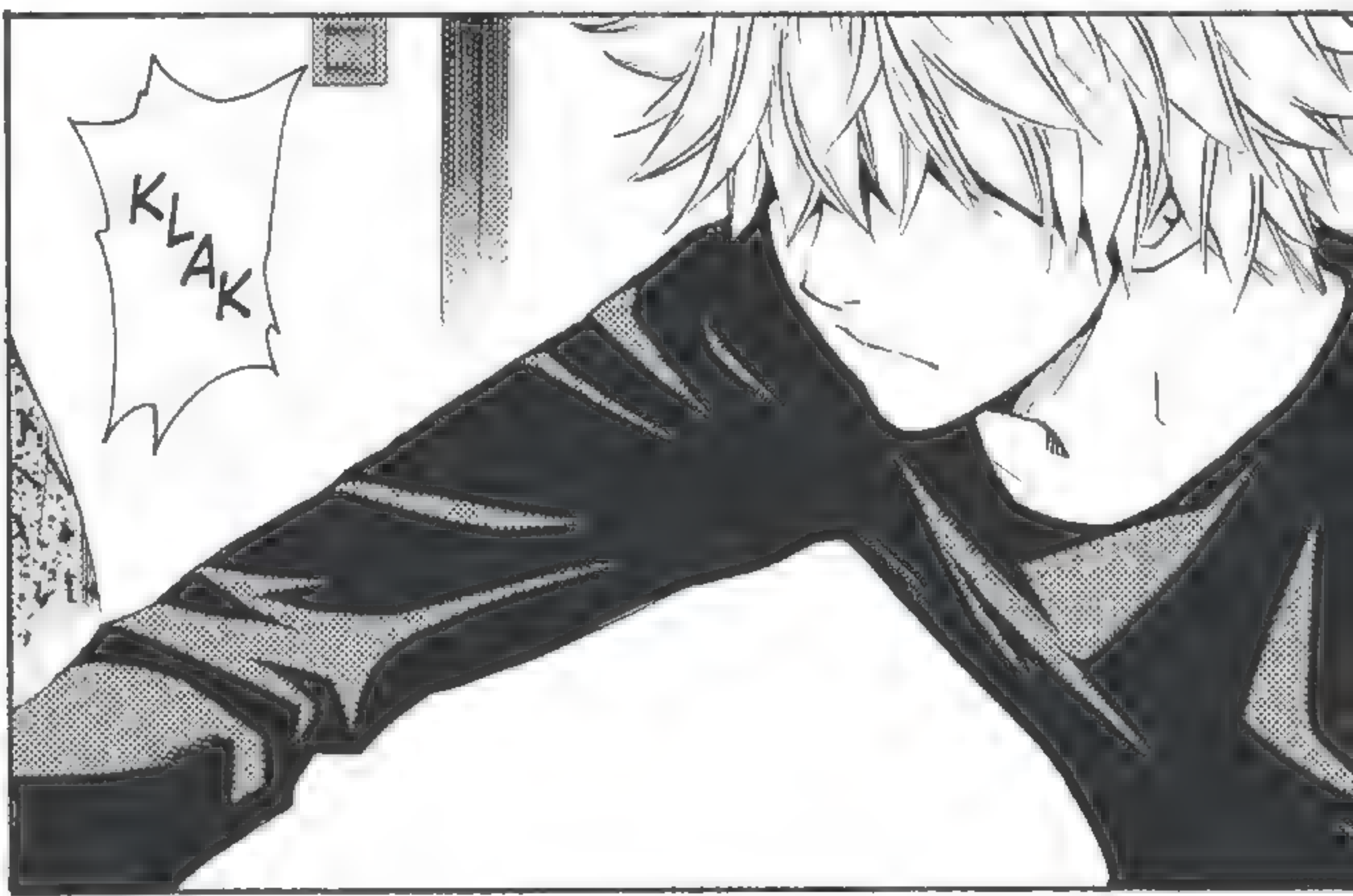
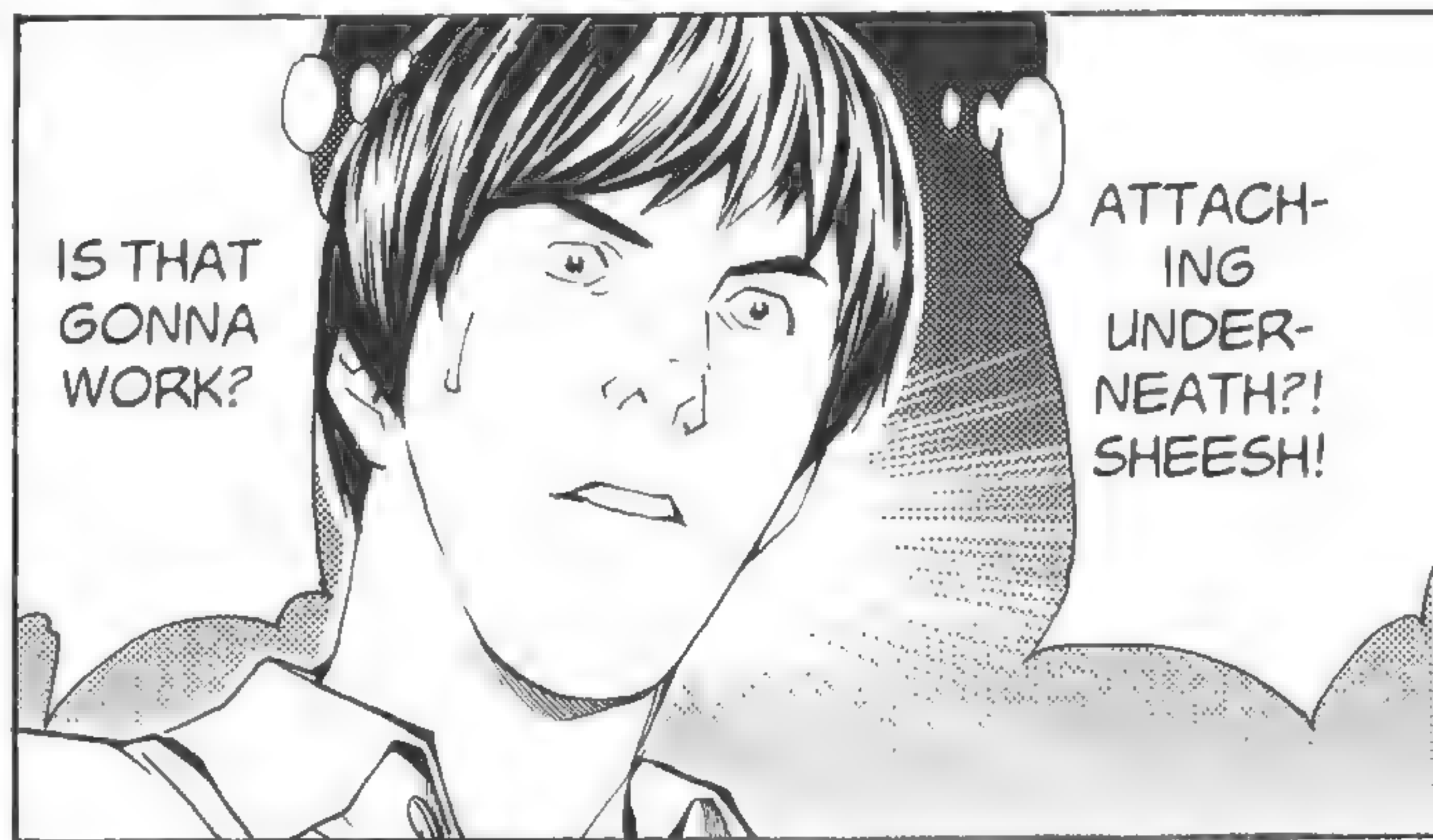


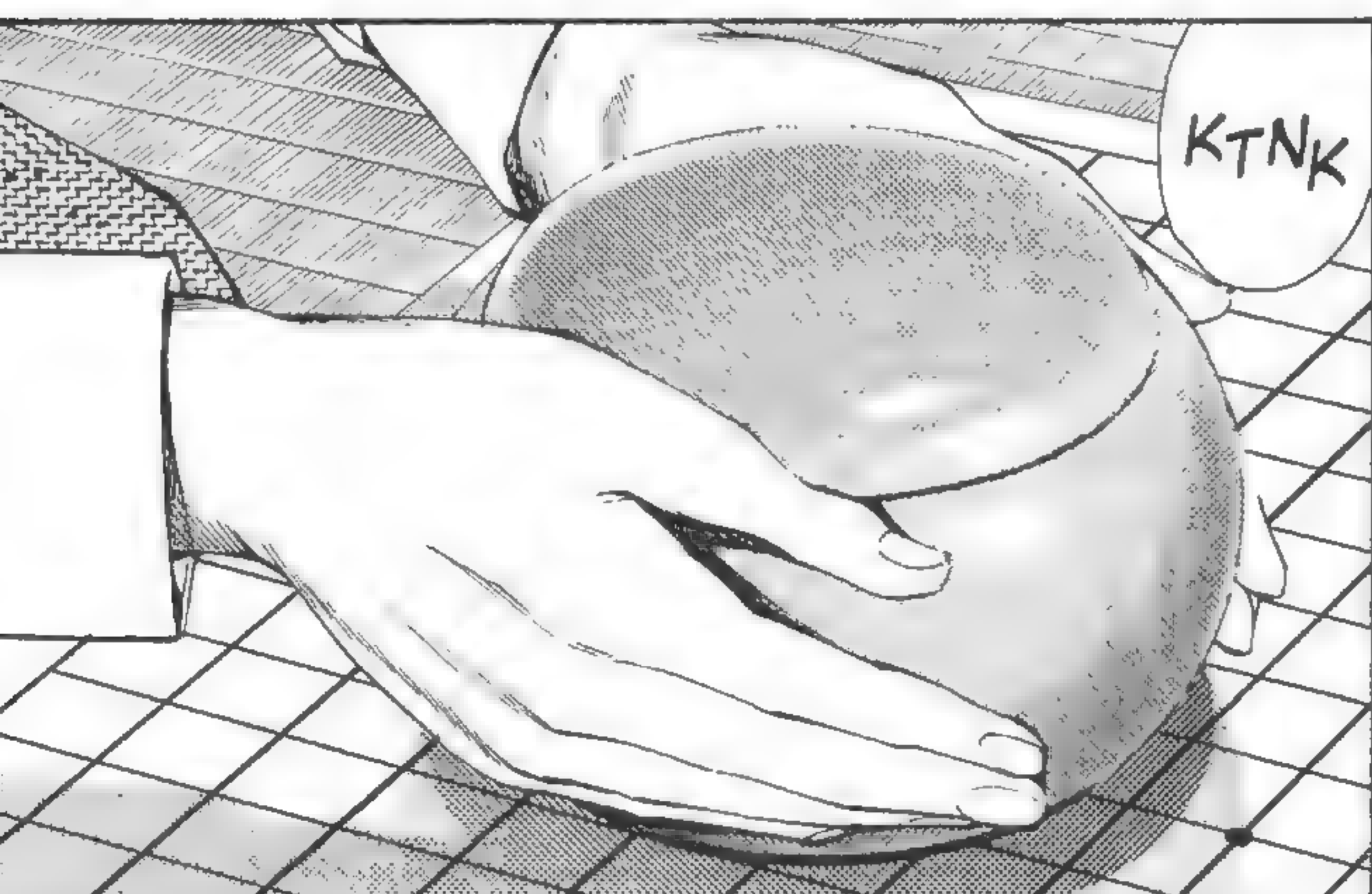
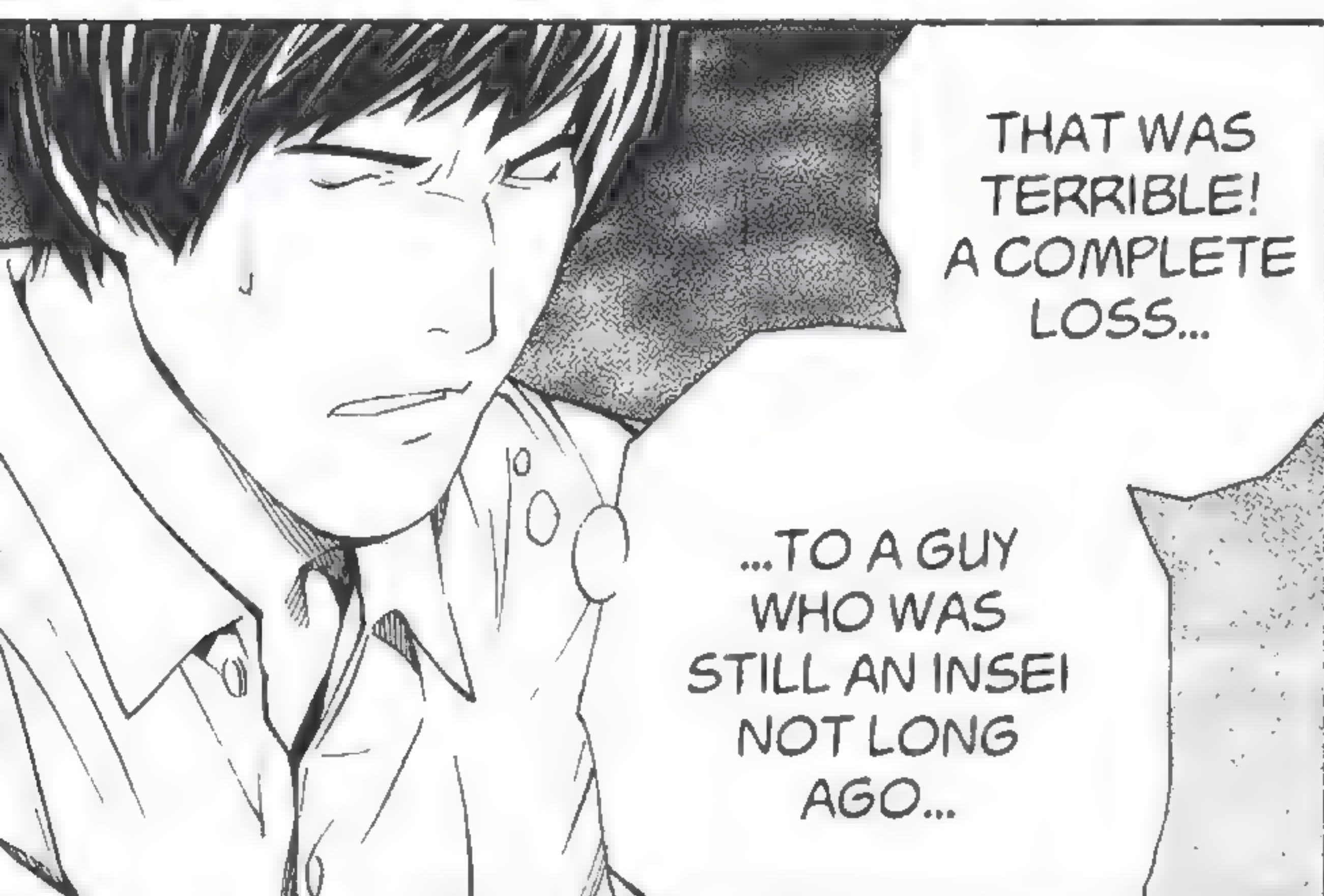




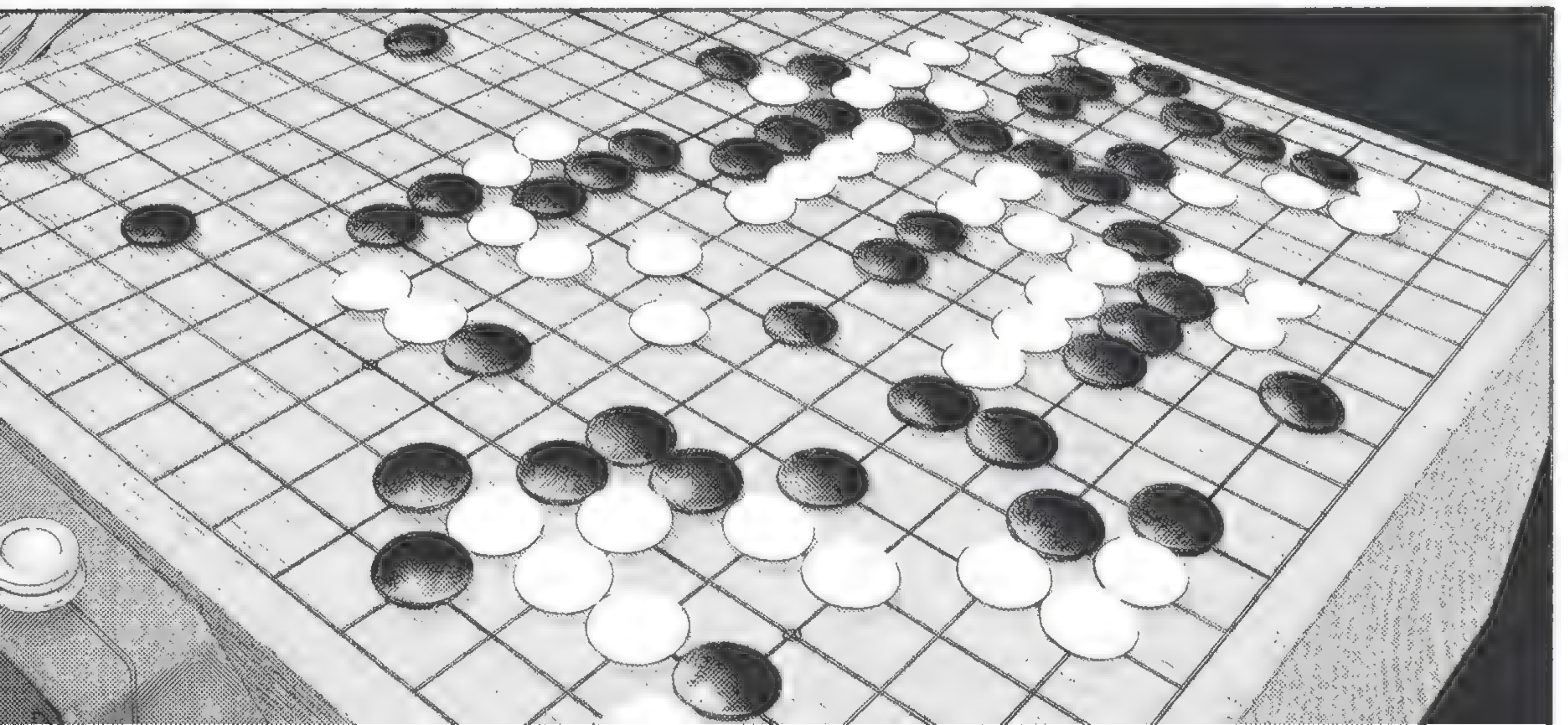


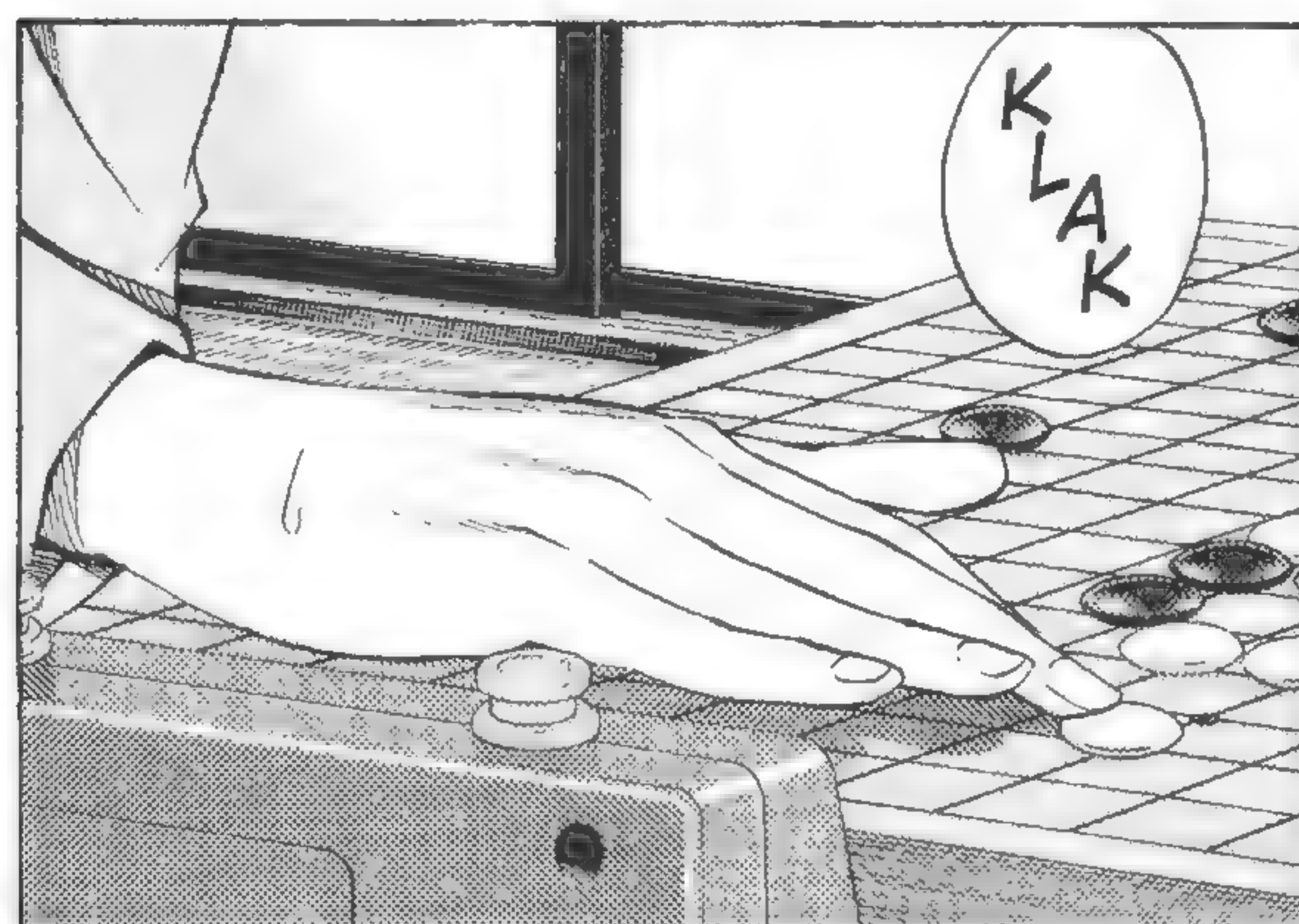


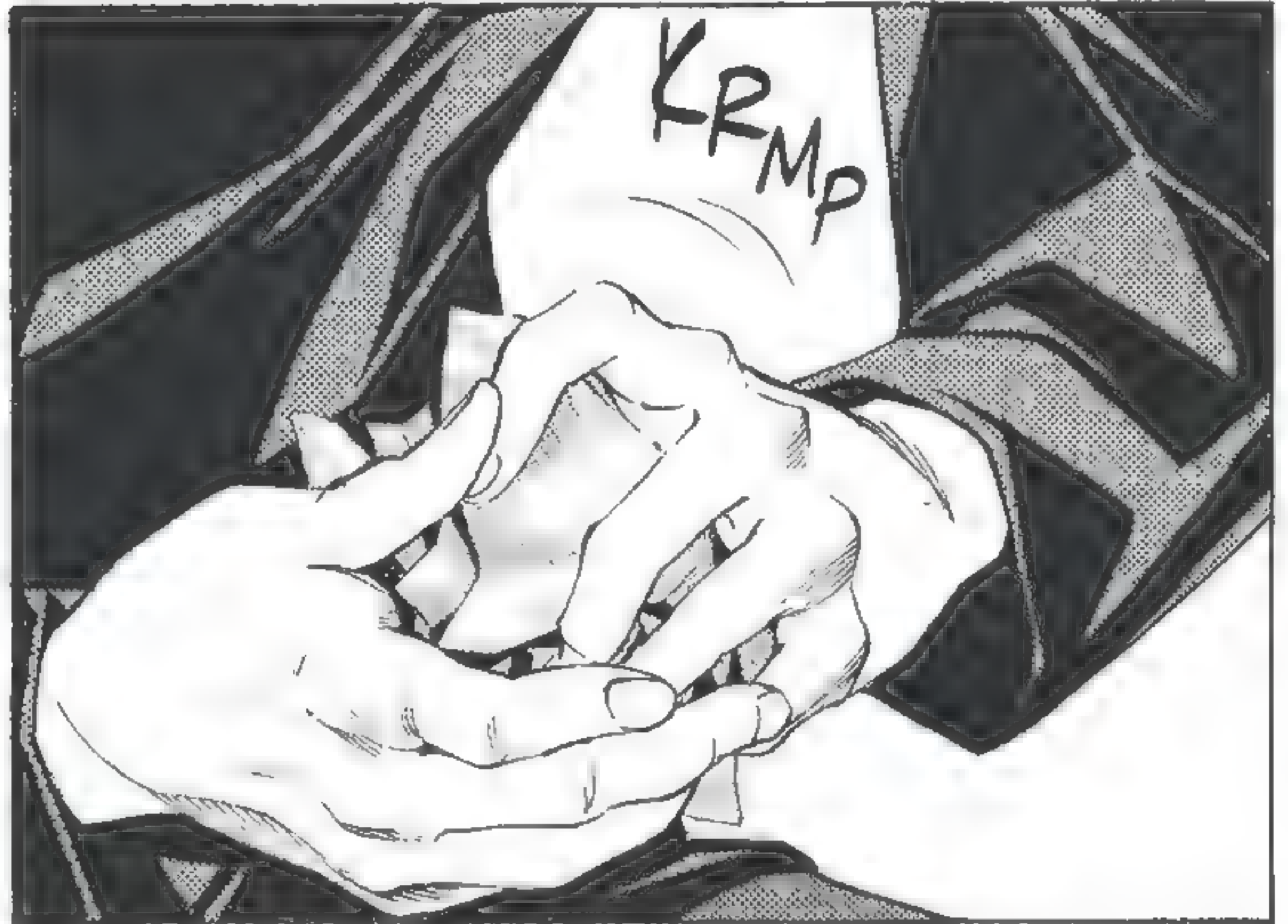












A WORD ABOUT HIKARU NO GO

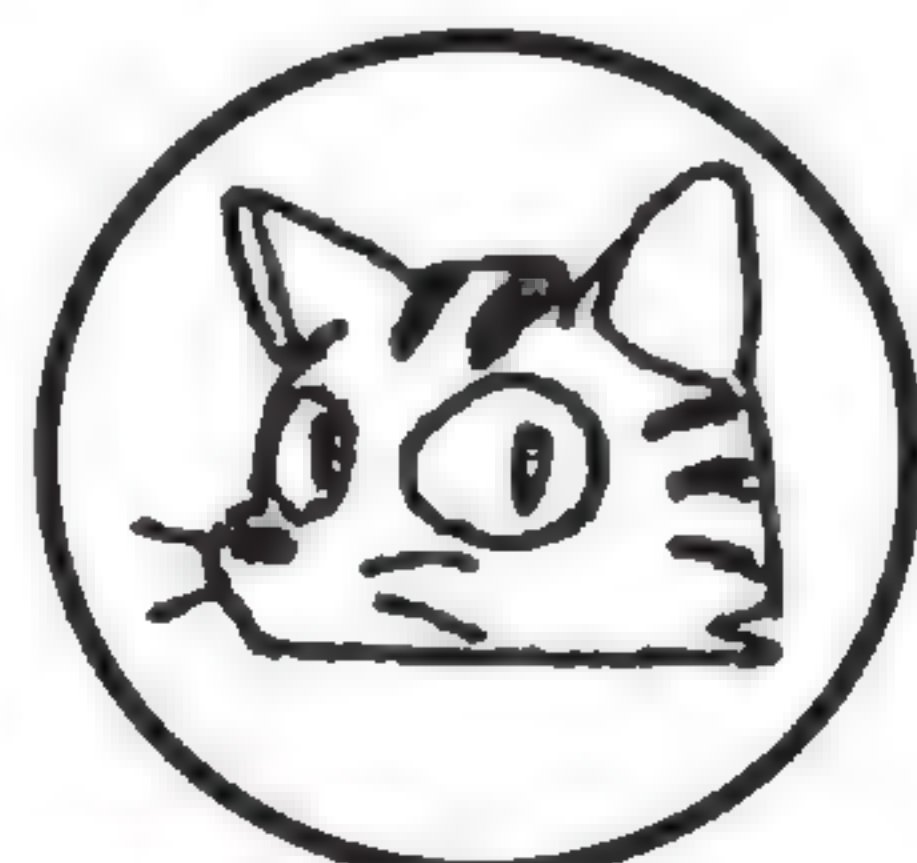
THE SYSTEM OF TOURNAMENT MATCHES ②



THE SEVEN MAJOR TITLES ARE EVEN MORE COMPLEX THAN OTHER TOURNAMENTS.

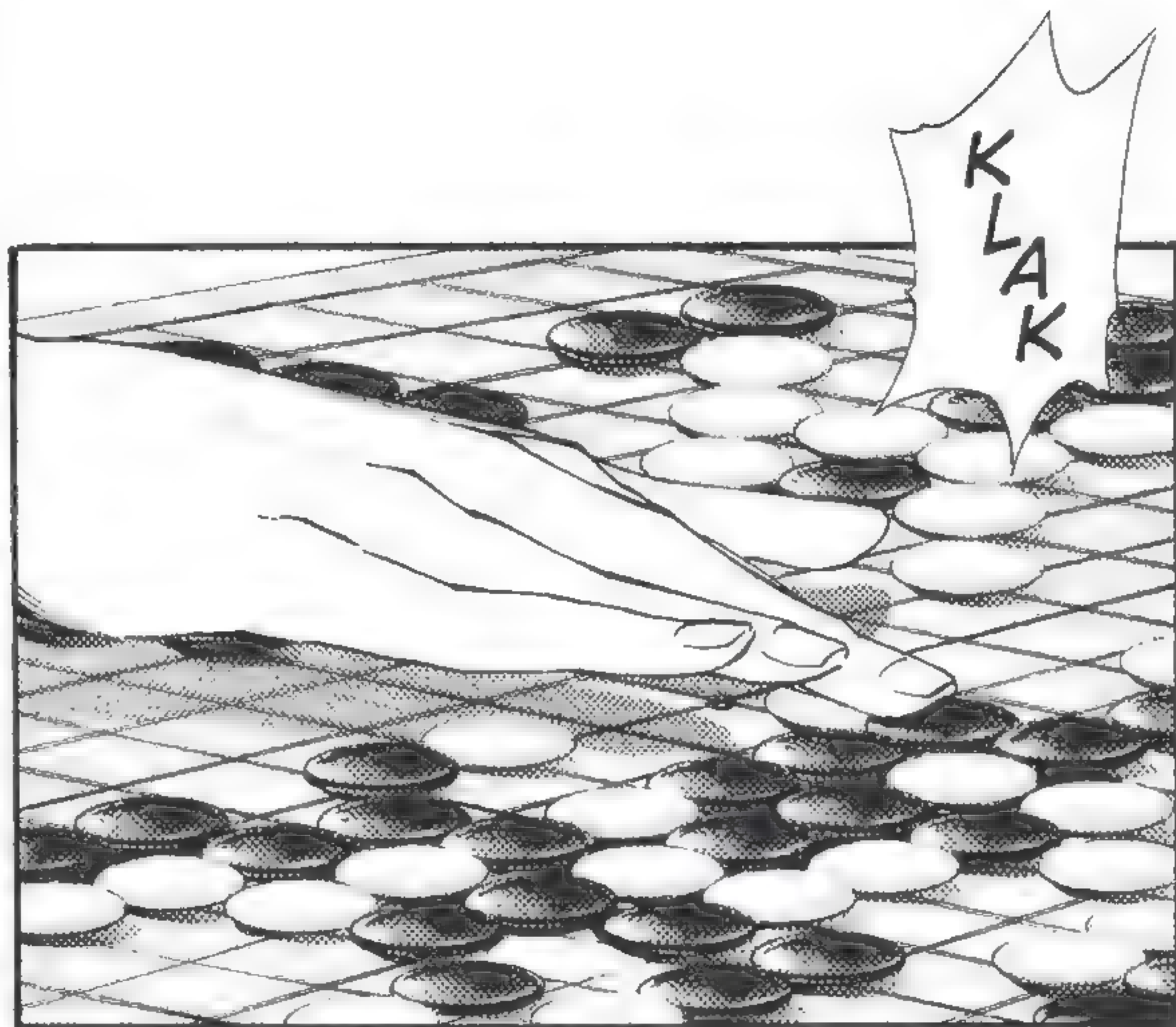
TAKE THE HON'INBO TOURNAMENT, FOR EXAMPLE. IT ACTUALLY TAKES TWO YEARS AND TWO MONTHS TO GET FROM THE FIRST GAME IN THE FIRST PRELIMINARY TO THE FINAL DECIDING MATCH, BUT A NEW FIRST PRELIMINARY BEGINS EVERY YEAR. IN OTHER WORDS, THE SEVENTH MATCH OF THE FINALS OF THE 56TH EDITION, THE THIRD PRELIMINARIES OF THE 57TH EDITION AND THE FIRST PRELIMINARIES OF THE 58TH EDITION ARE ALL TAKING PLACE AT THE SAME TIME.

THAT'S WHY IN "GAME 159" AKIRA'S HON'INBO LEAGUE MATCH IN THE 57TH EDITION AND HIKARU'S MATCH IN THE SECOND PRELIMINARIES OF THE 58TH HAPPENED ON THE SAME DAY.



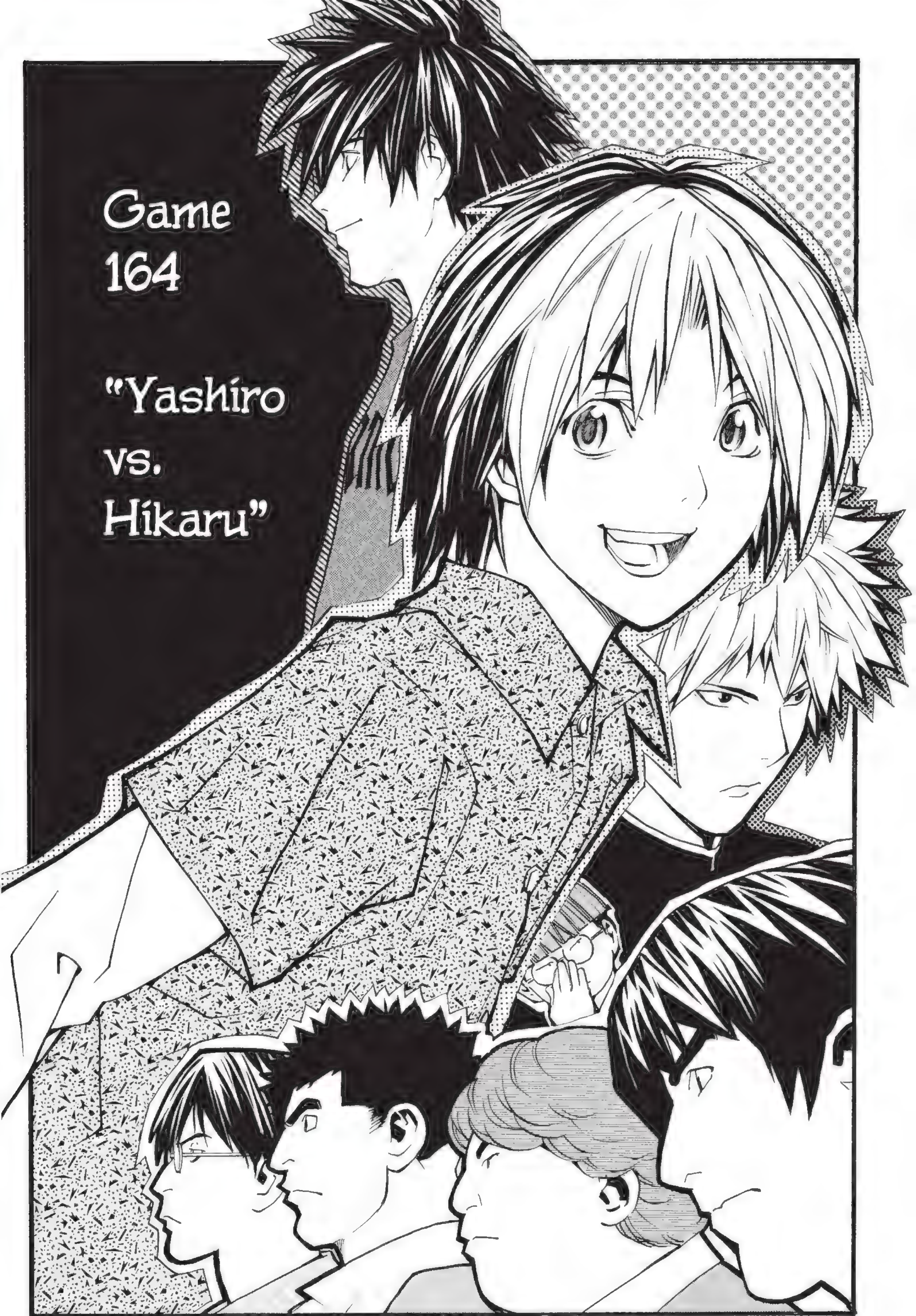


Game 164 "Yashiro vs. Hikaru"

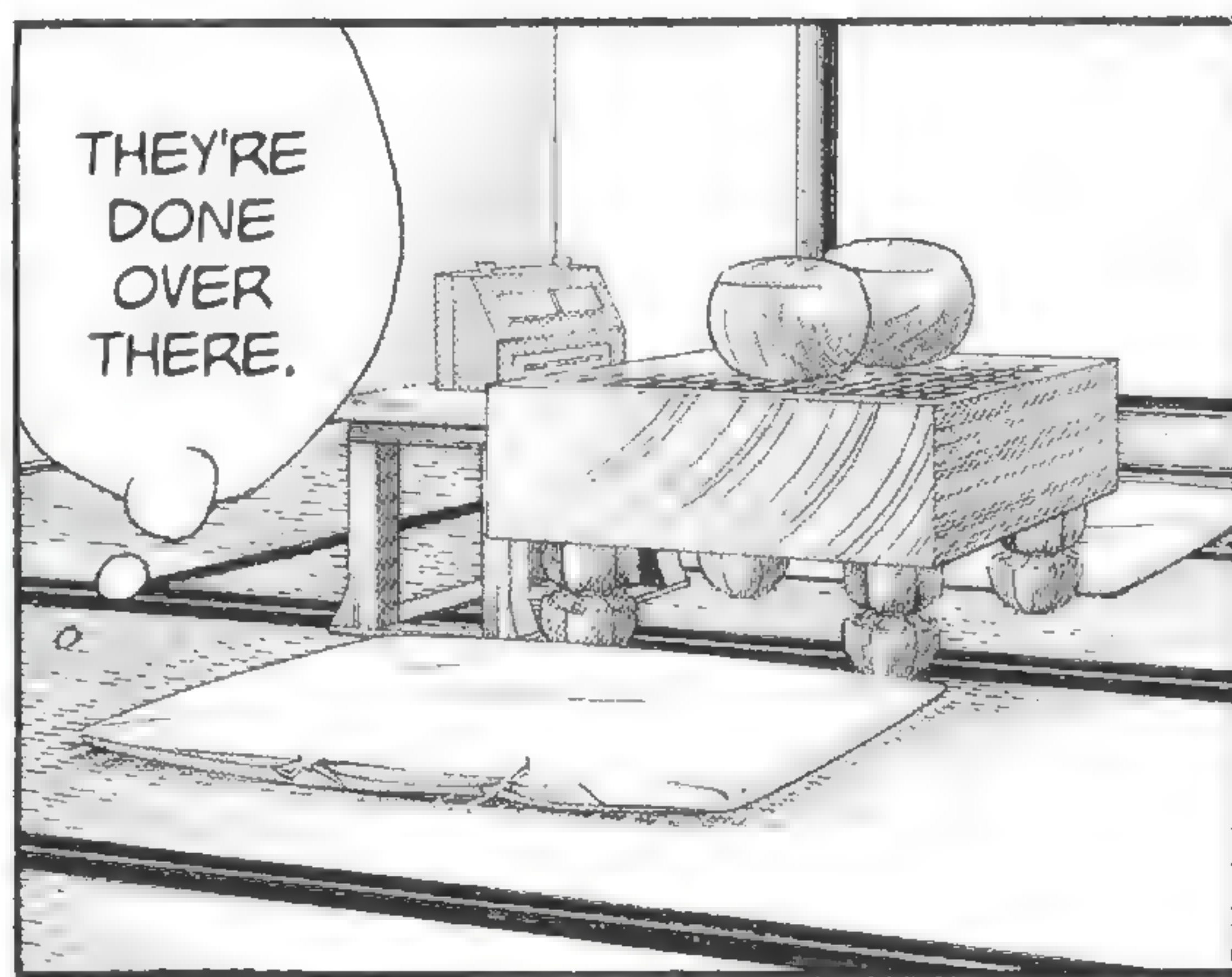
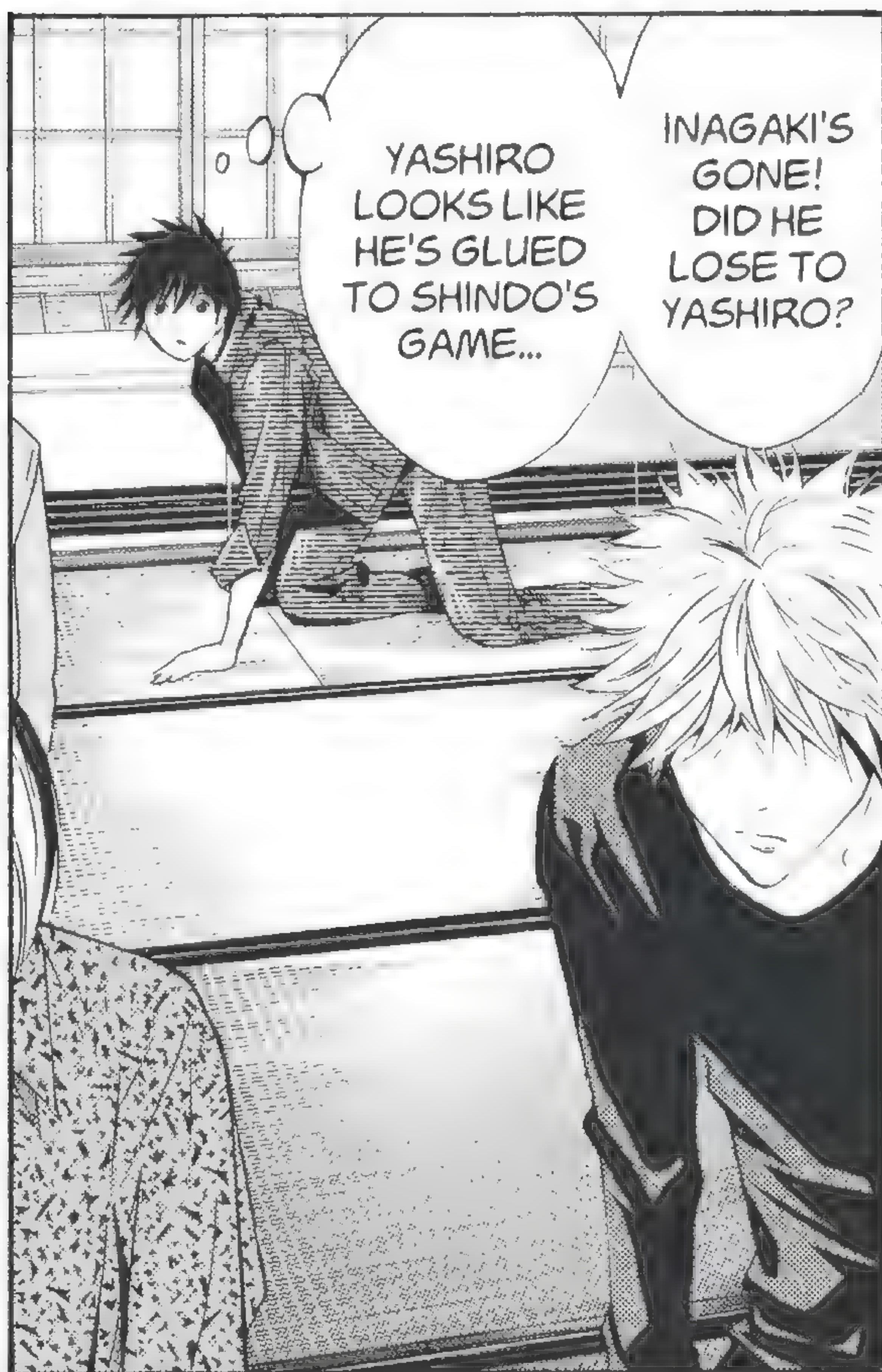


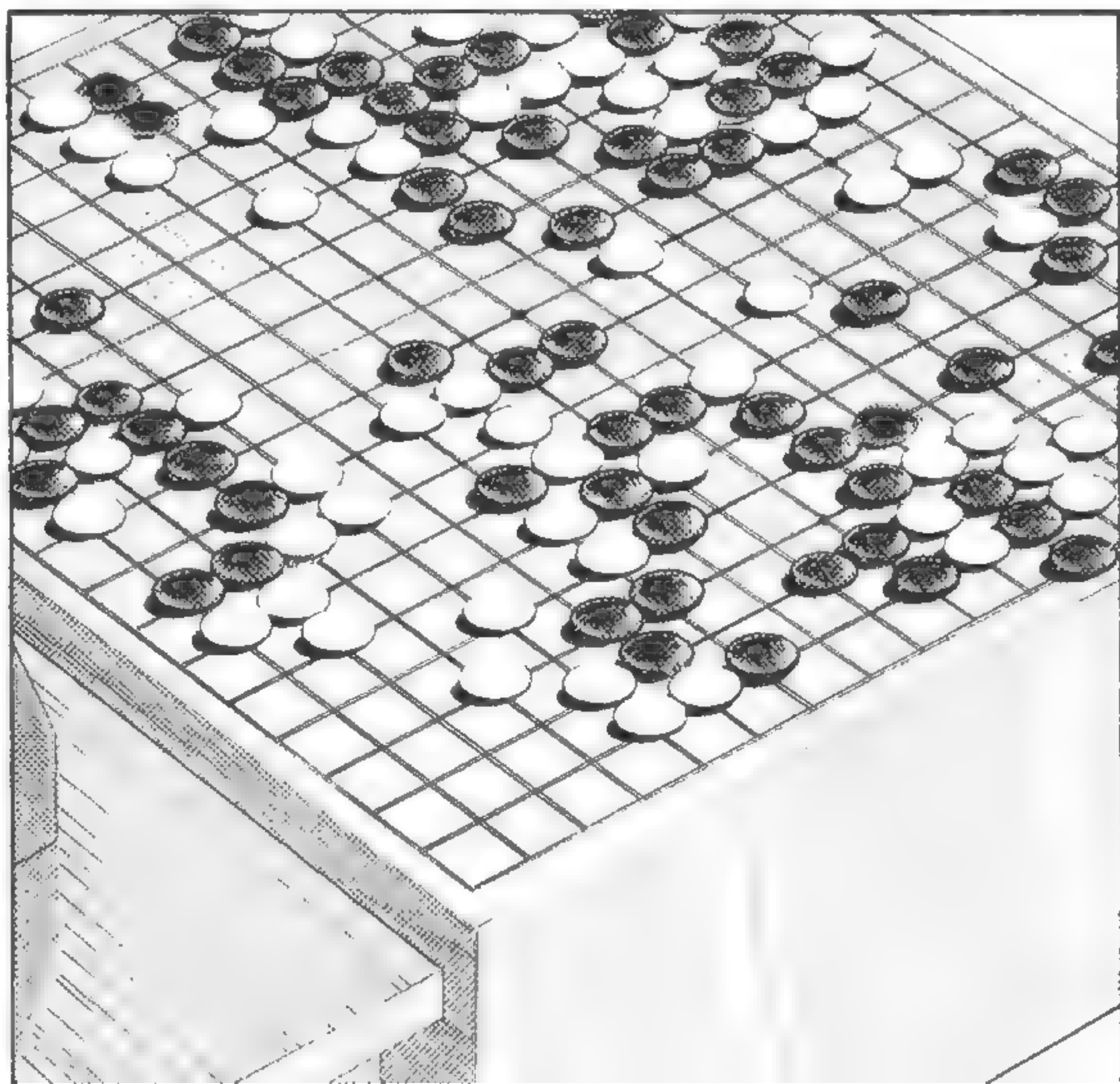
Game
164

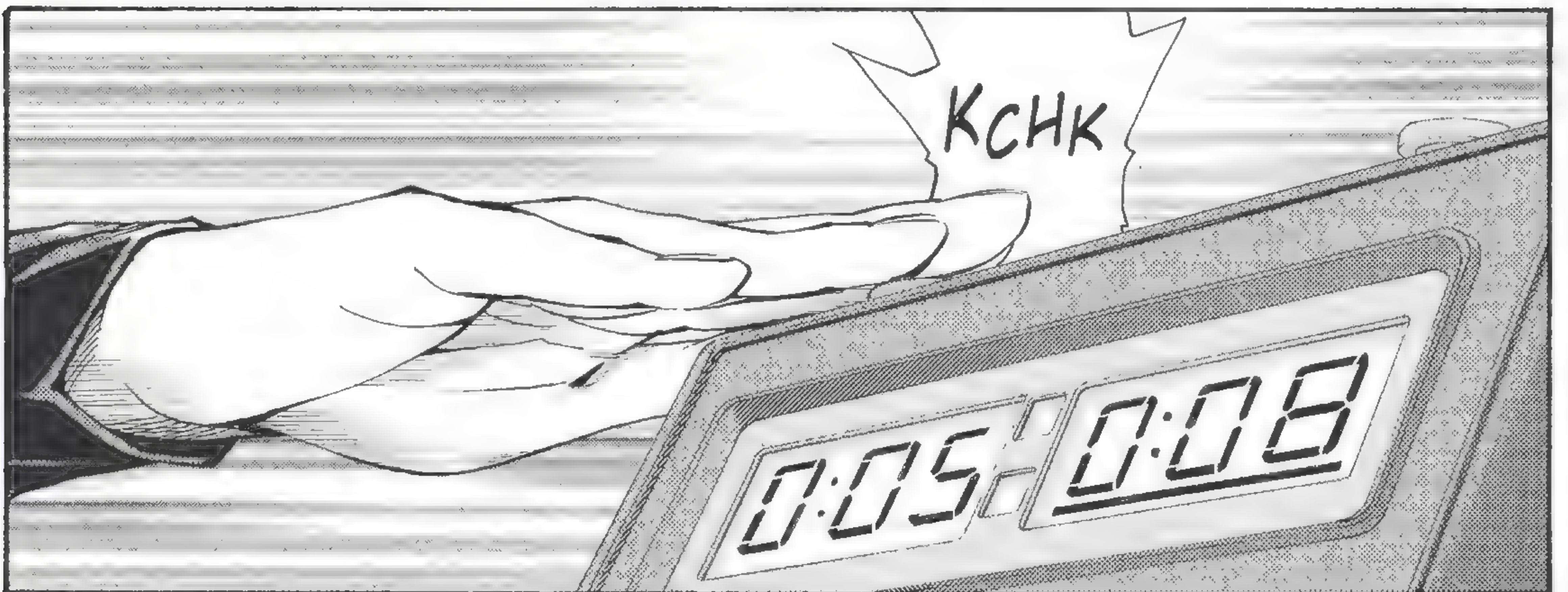
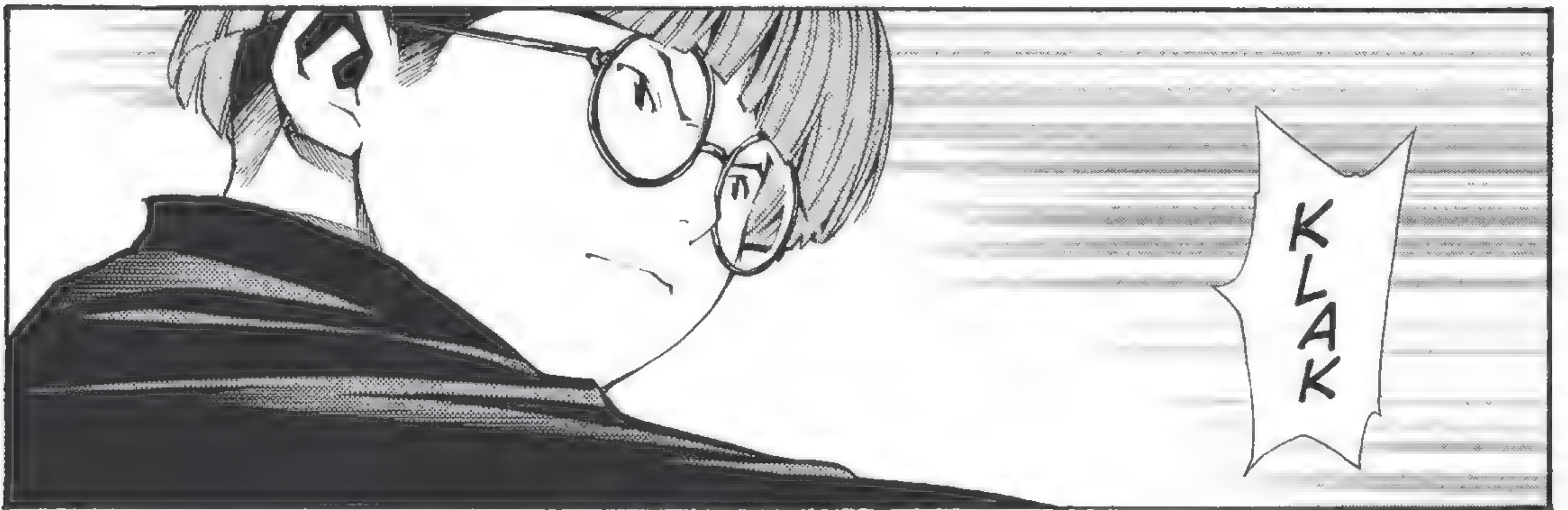
"Yashiro
vs.
Hikaru"





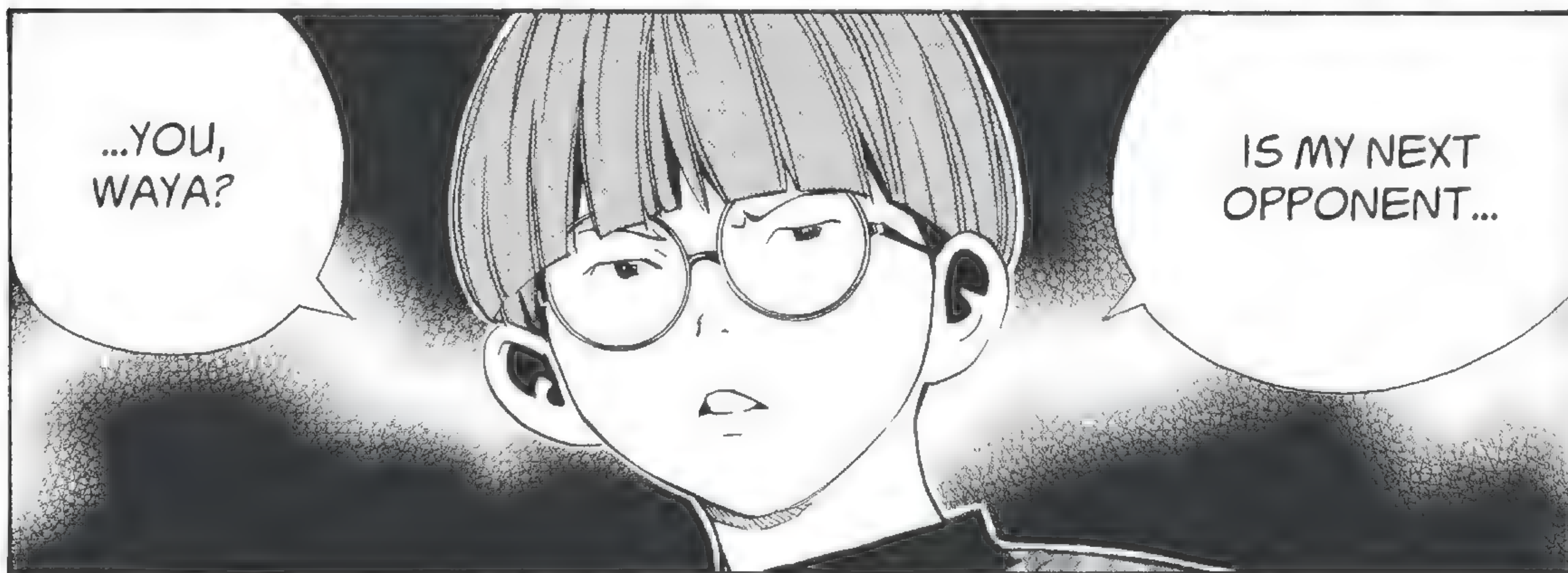
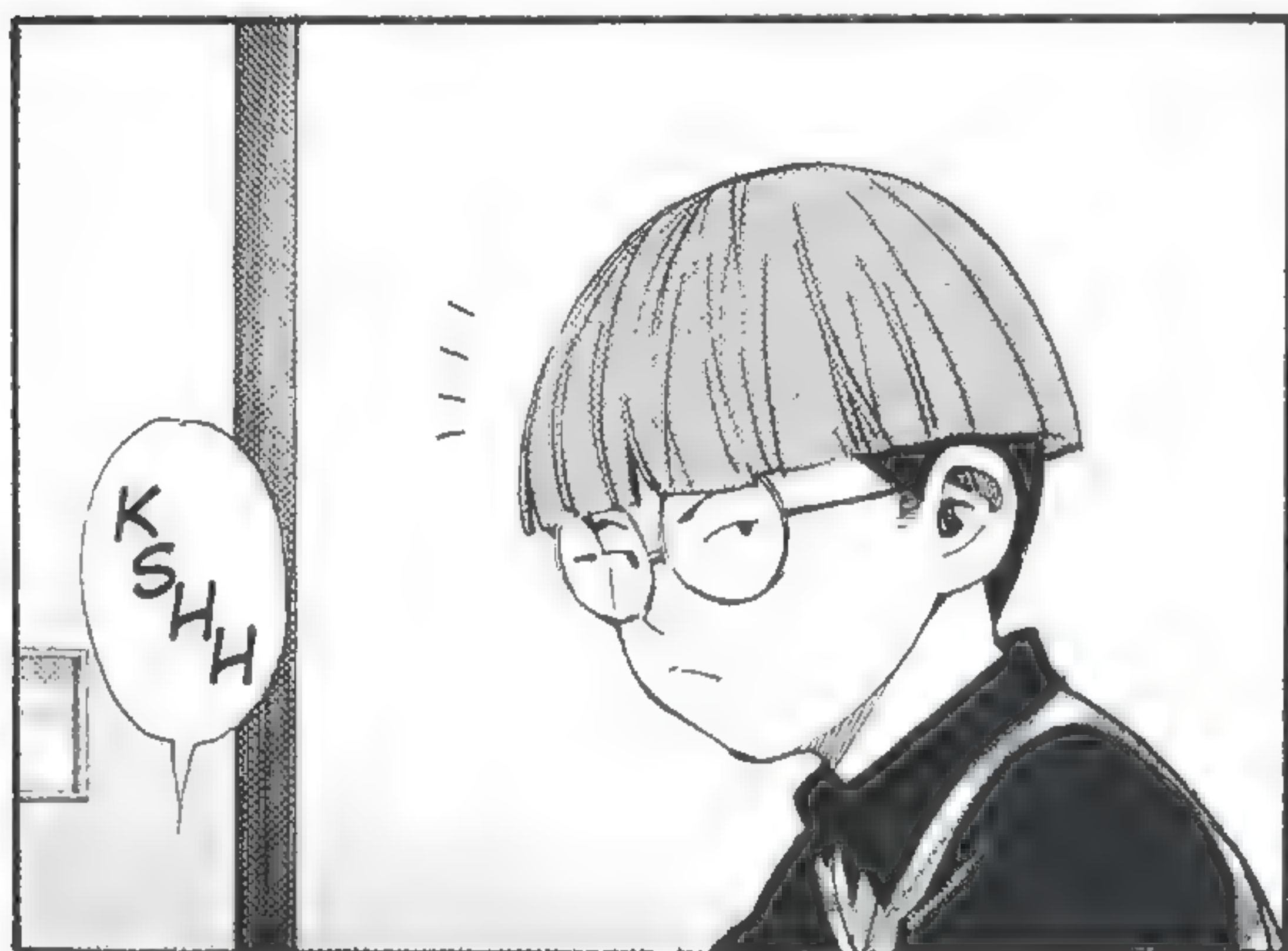


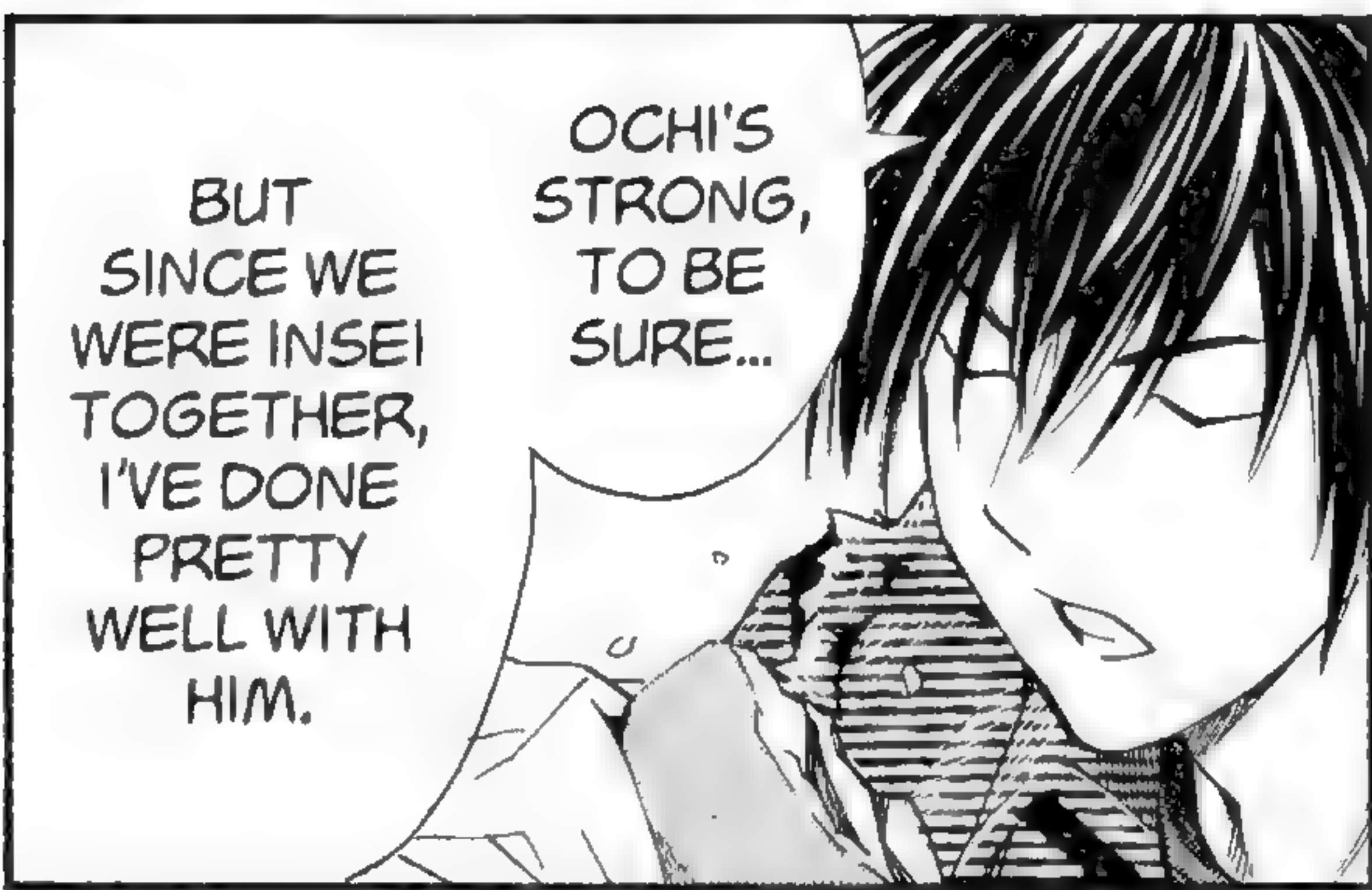
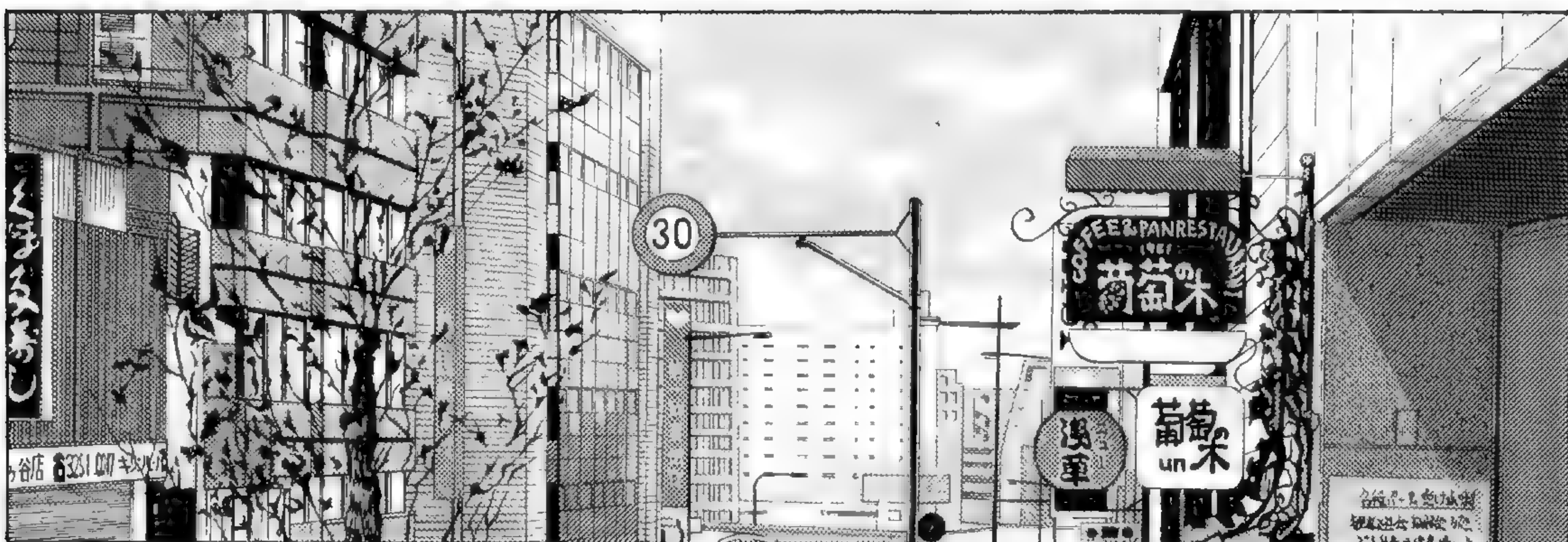


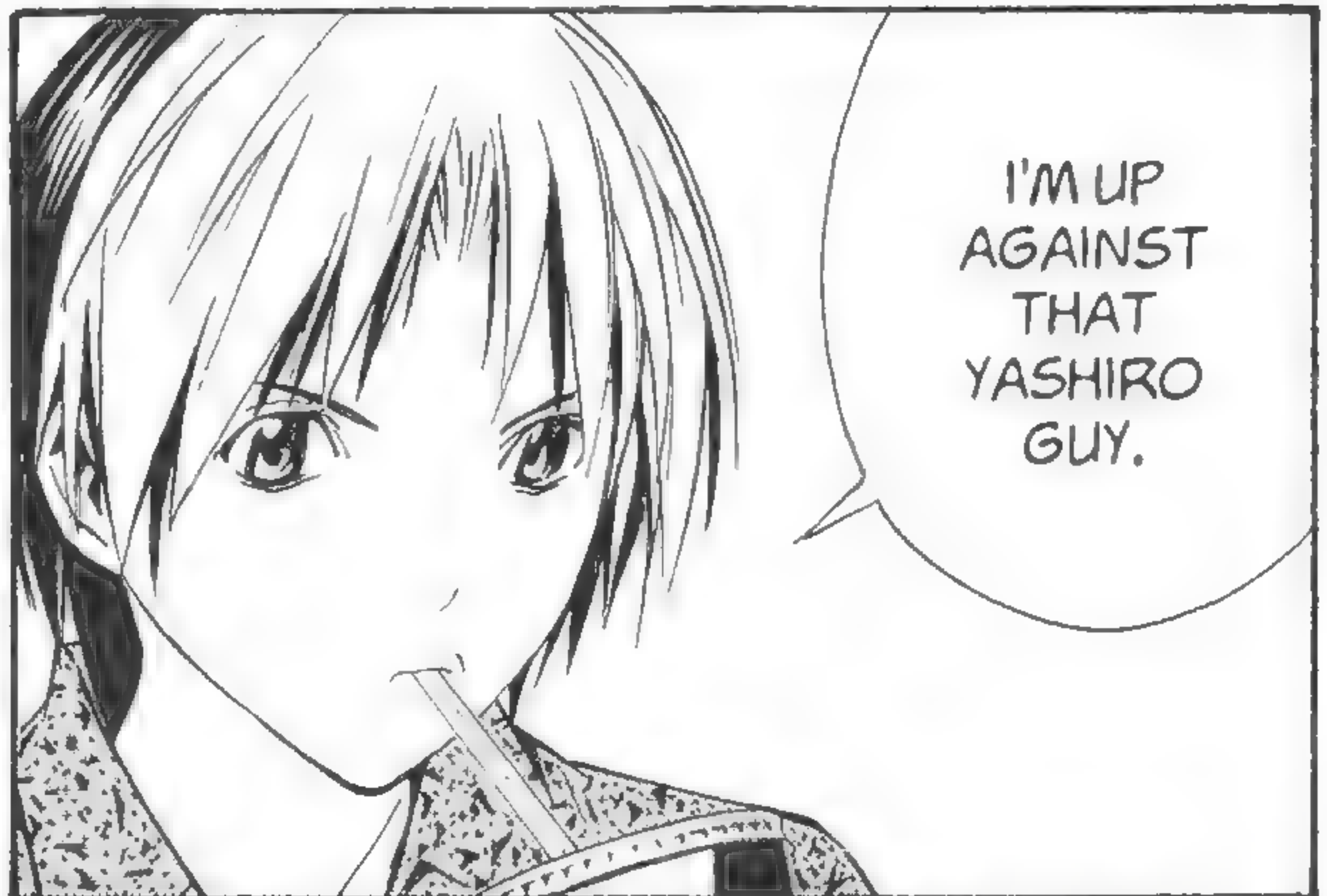
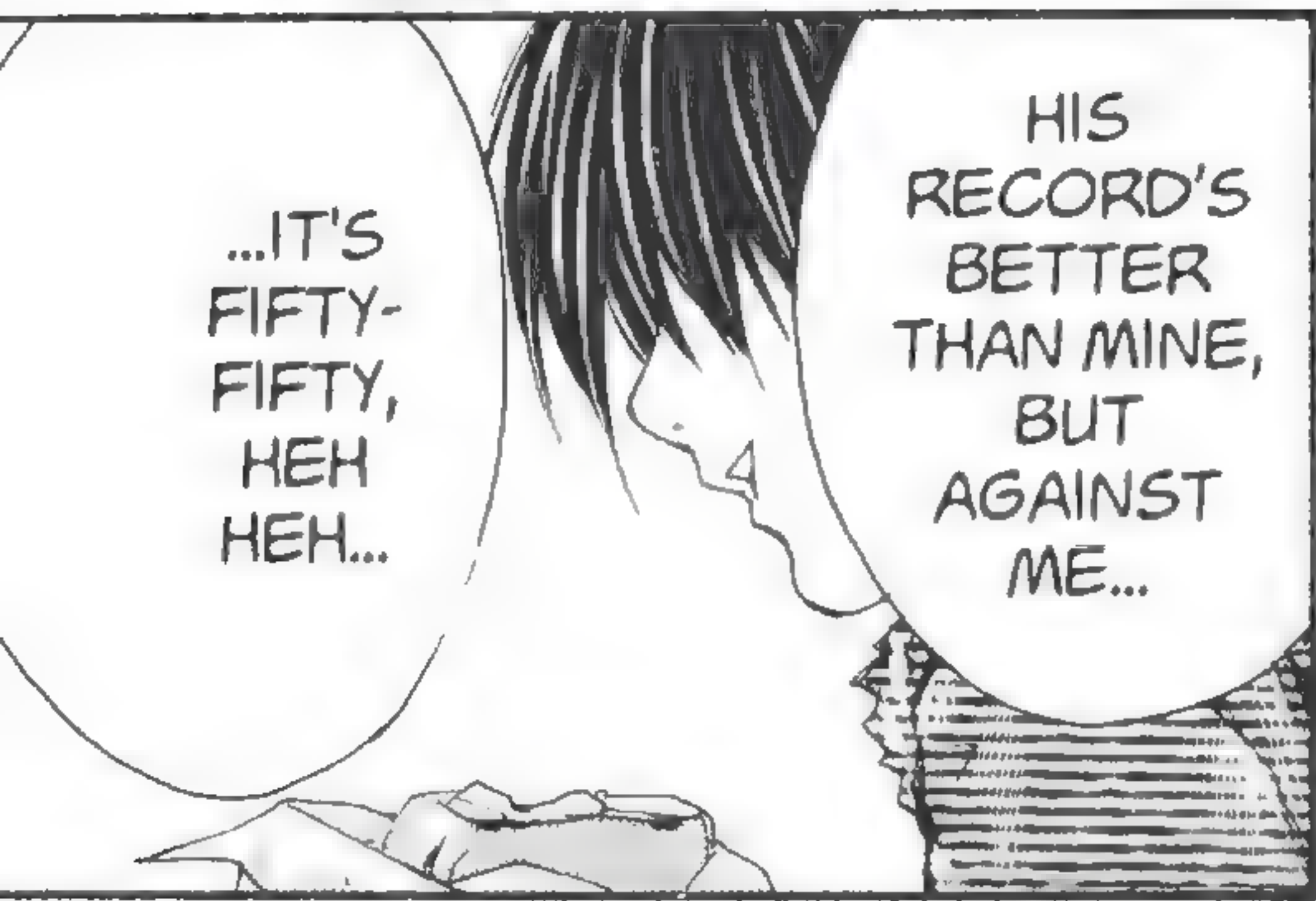


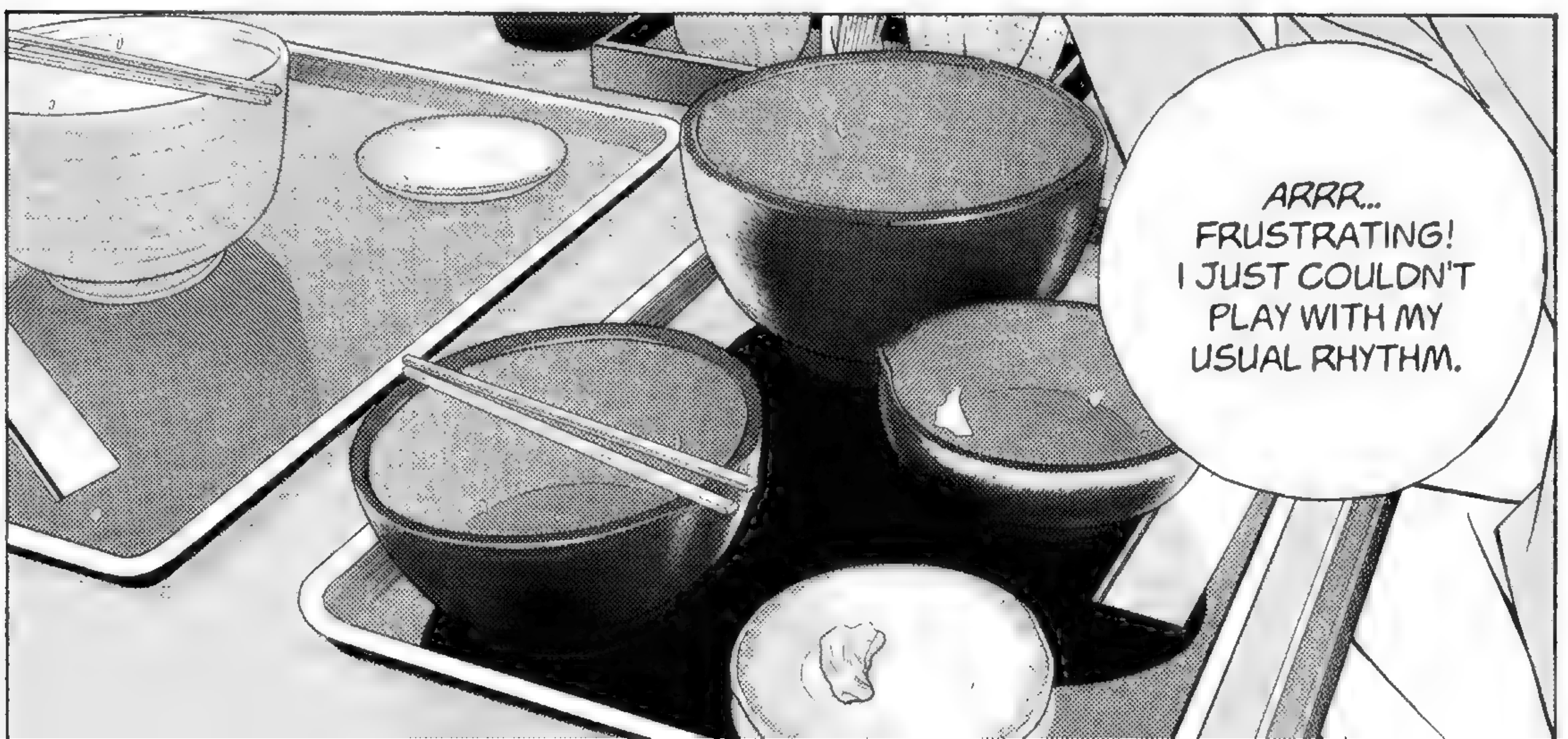
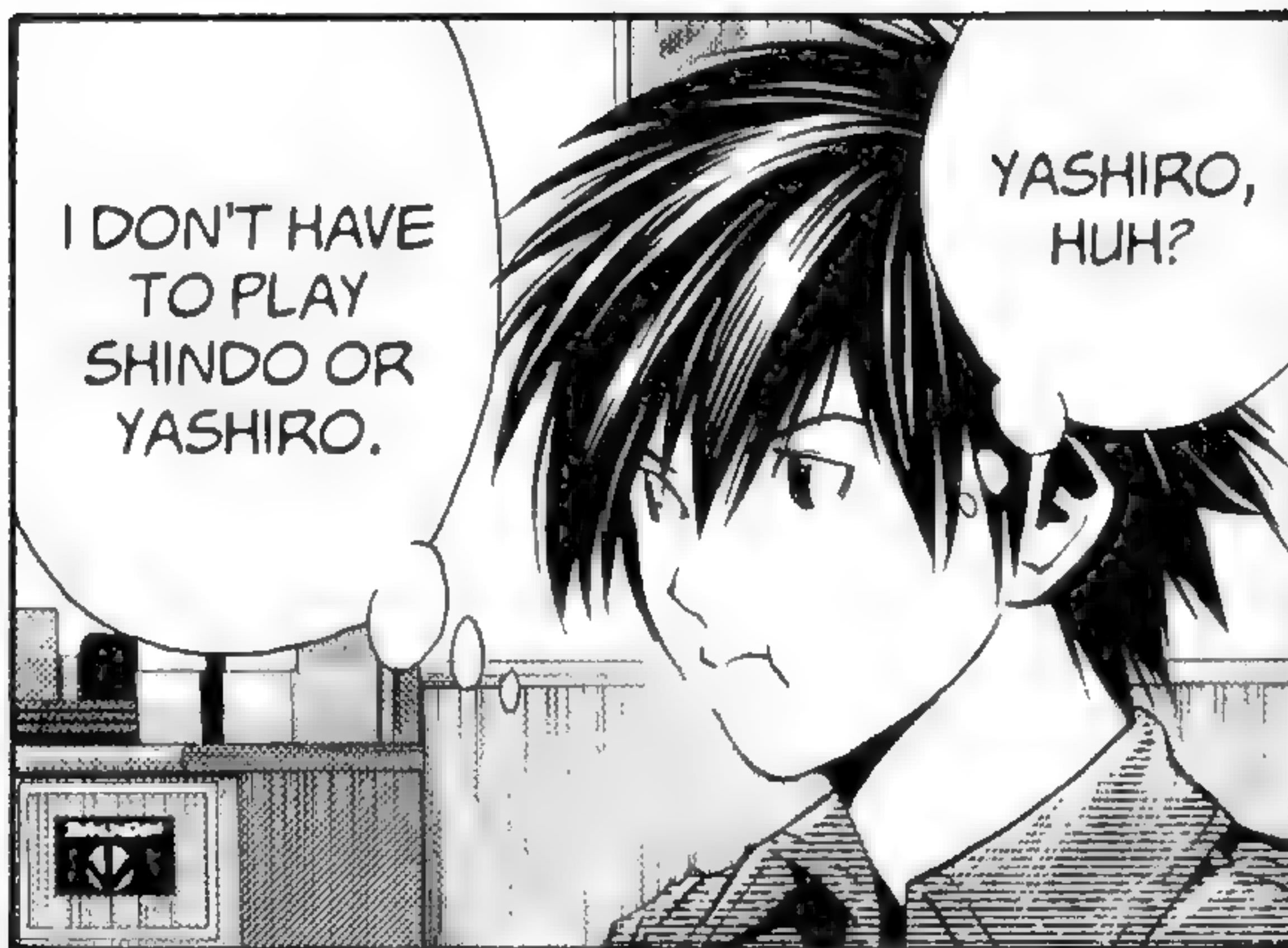














PLEASE!

YASHIRO,
I DON'T
THINK YOU'LL
LOSE, BUT...

IF BOTH OF
US LOSE,
IT'LL LOOK
REAL BAD!



WHAT'S
YOUR NEXT
OPPONENT,
SHINDO,
LIKE?

YOU
WATCHED
HIS GAME,
RIGHT?



AND TO A
PLACE WE'D
NEVER
BEEN!

MAYBE IT WAS
A MISTAKE TO
ARRIVE AT THE
LAST MOMENT.

YOU'RE THE ONE
WHO SAID YOU
DIDN'T WANT TO
ARRIVE EARLY
AND GET ALL
TENSE WAITING.



THAT'S
ALL
THERE IS
TO IT.

...I CAN'T
LOSE NO
MATTER
WHO I PLAY.

BUT IF I
WANT TO
GET A SPOT
ON THE
HOKUTO CUP
TEAM...

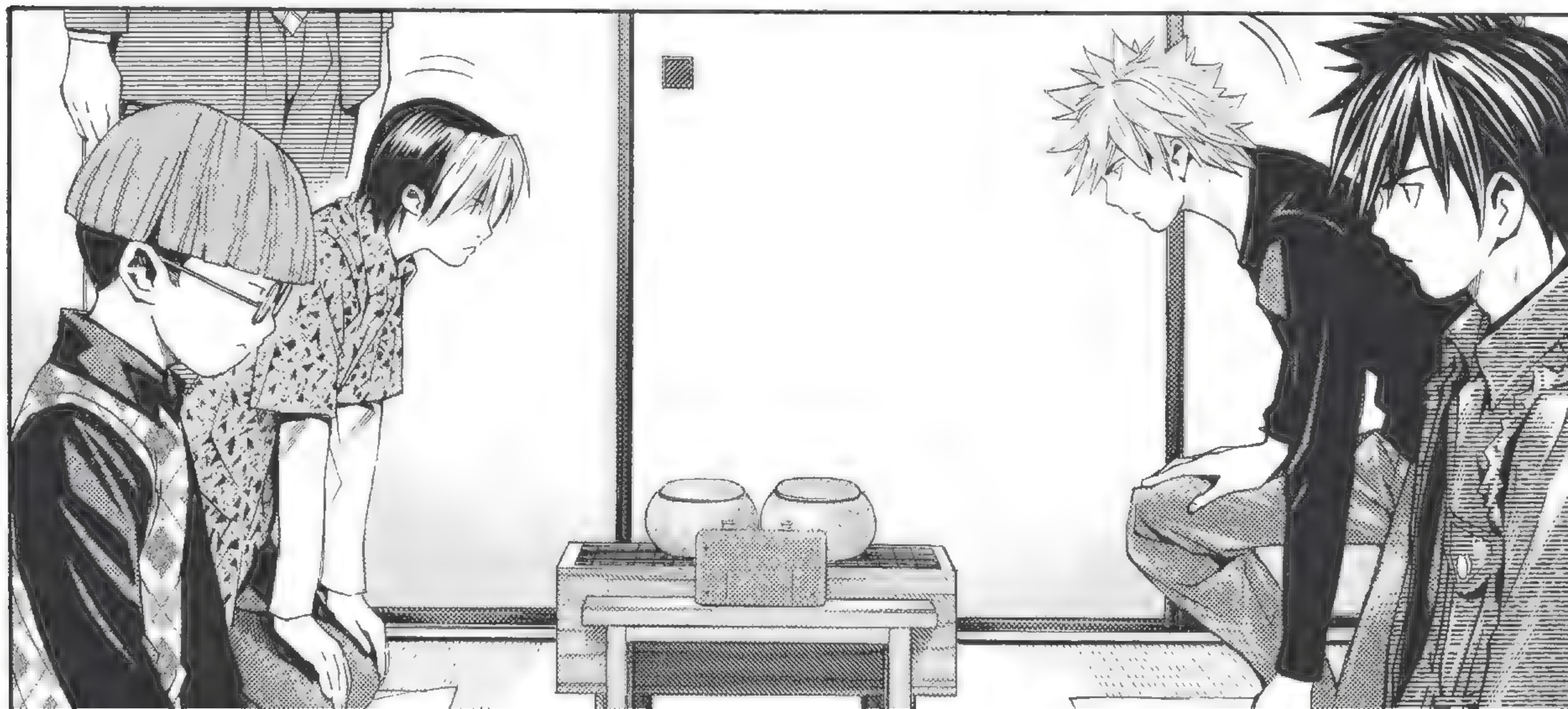


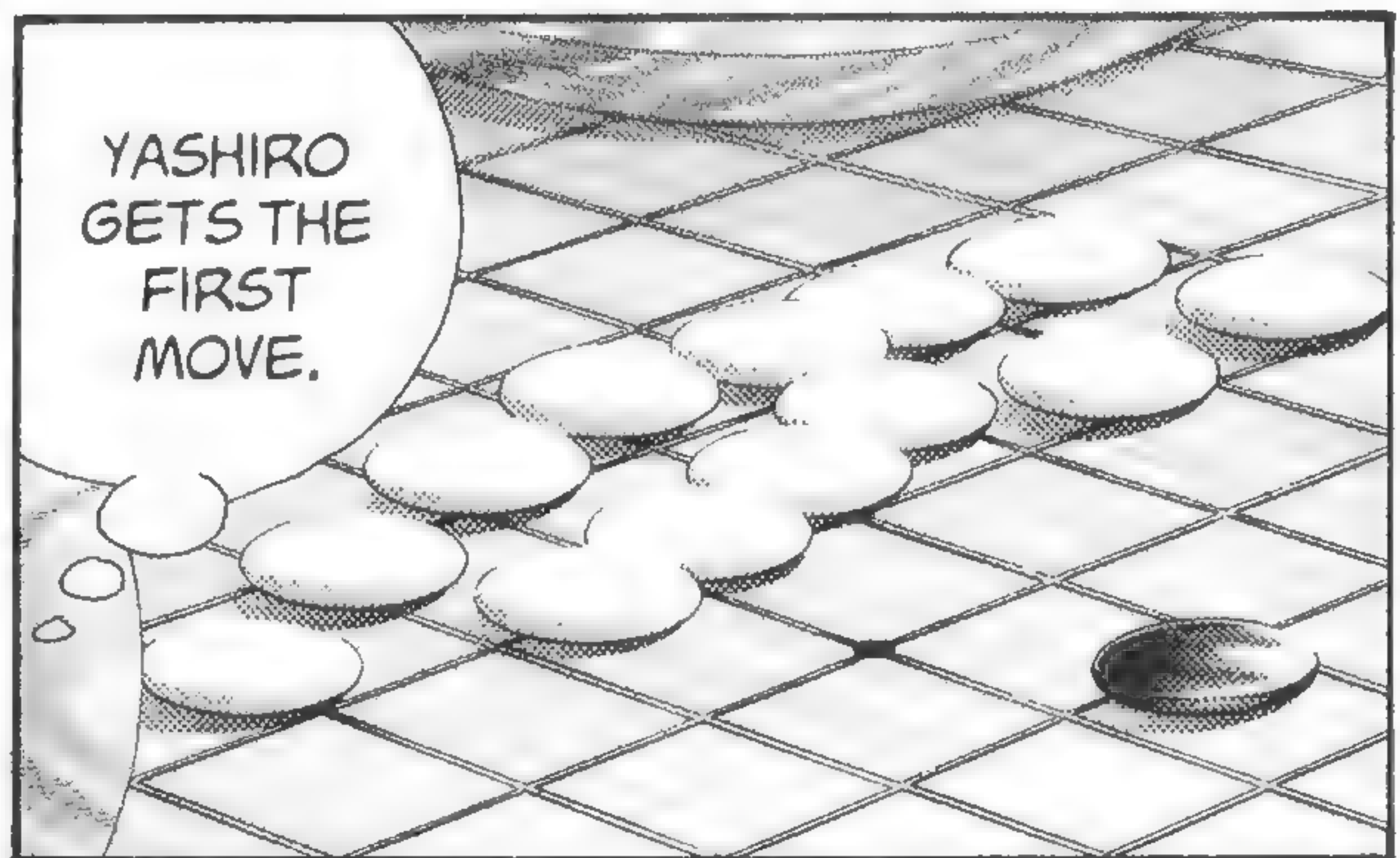
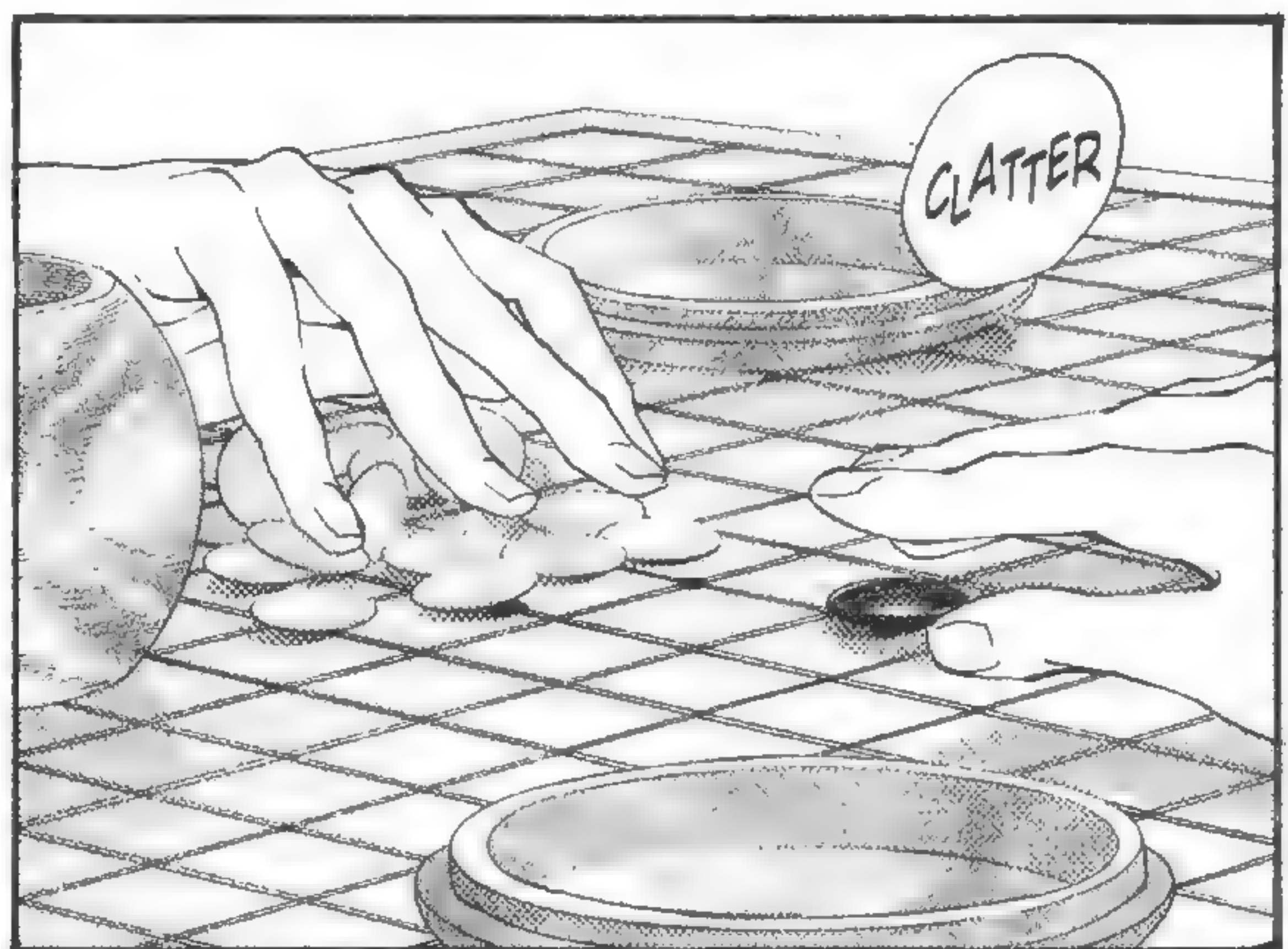
AND I DON'T
CARE WHAT
PEOPLE
THINK
ABOUT THE
KANSAI GO
ASSOCIA-
TION.

HMPH!
DOESN'T
MATTER WHAT
HE'S LIKE.











SINCE I HAD
THE FIRST
MOVE TODAY
AGAINST YOU,
SHINDO, I
DECIDED TO
TRY IT, BUT...

SO I
GATHERED UP
THE RECORDS
OF PRO GAMES
WITH THE FIRST
MOVE ON THE
TENGEN AND
STUDIED
THEM!

I PLAYED HIM
AT FUNAMURA
SENSEI'S HOUSE.
HIS FIRST MOVE WAS
ON THE TENGEN,
THE CENTER POINT,
AND I LOST BADLY.



THAT WAS
AN EXCITING
GAME,
HONDA.

KTK

SIGH

...NO
GOOD!

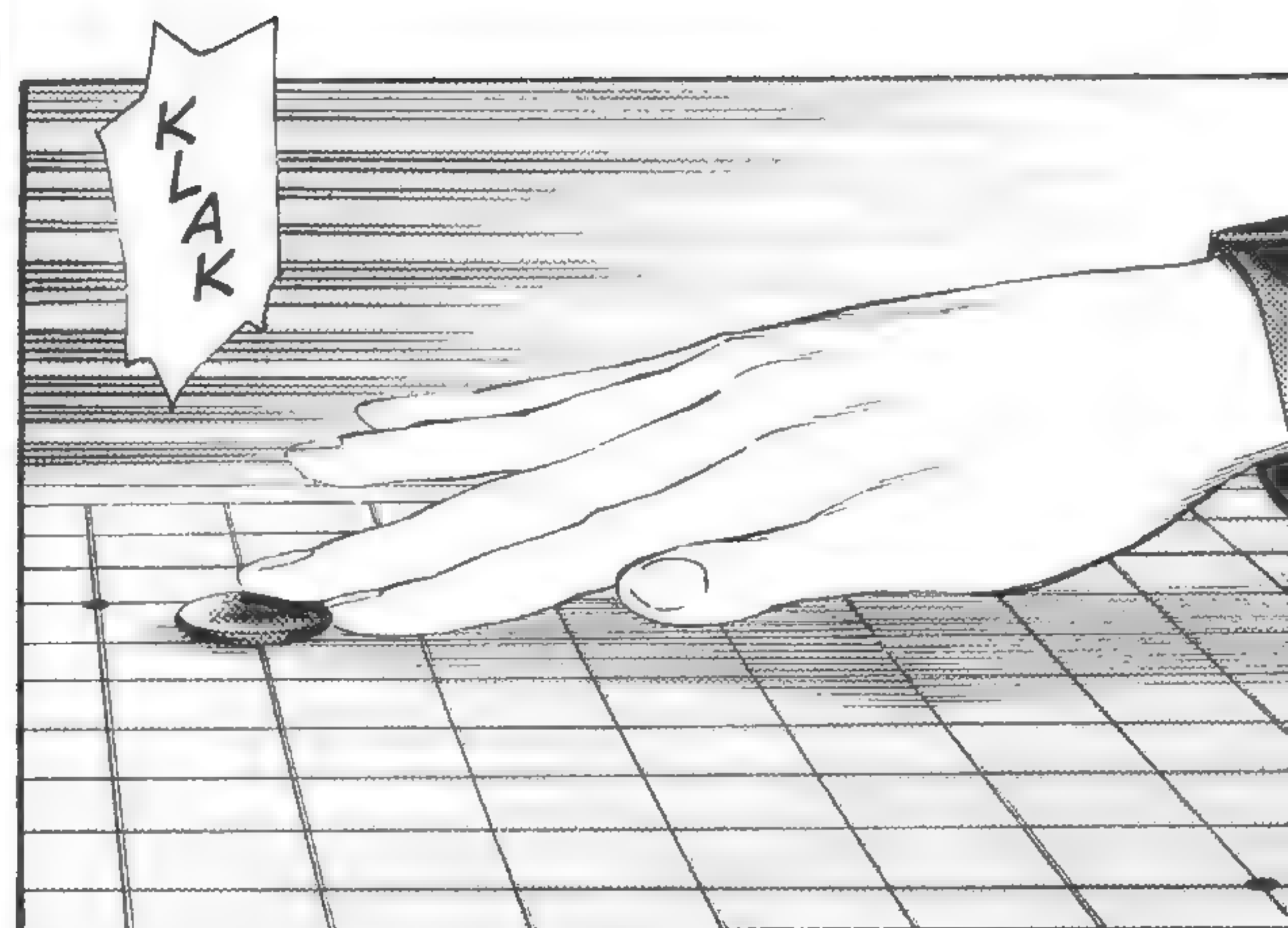


KCHK



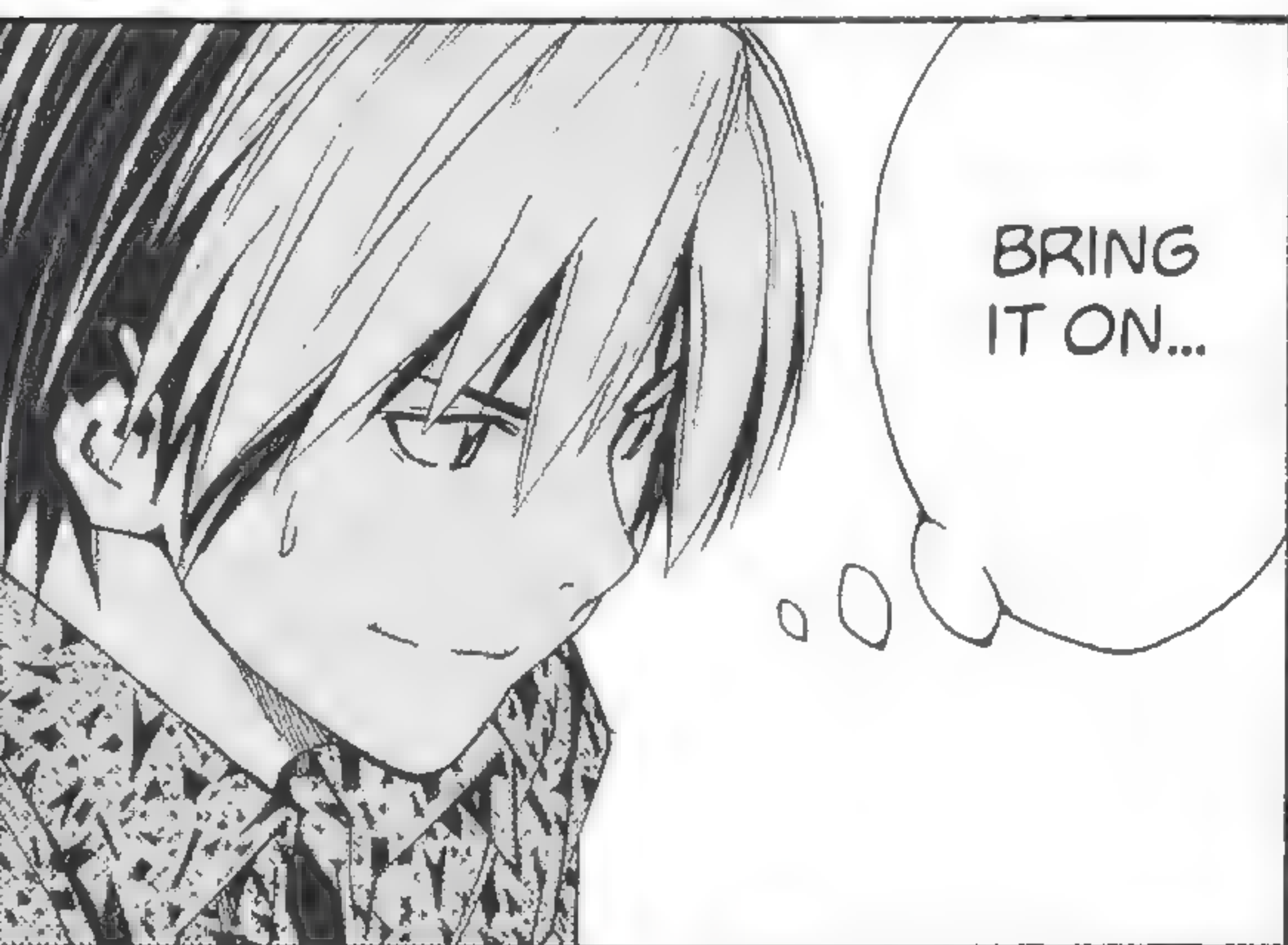
ONEGAI-
SHIMASU.

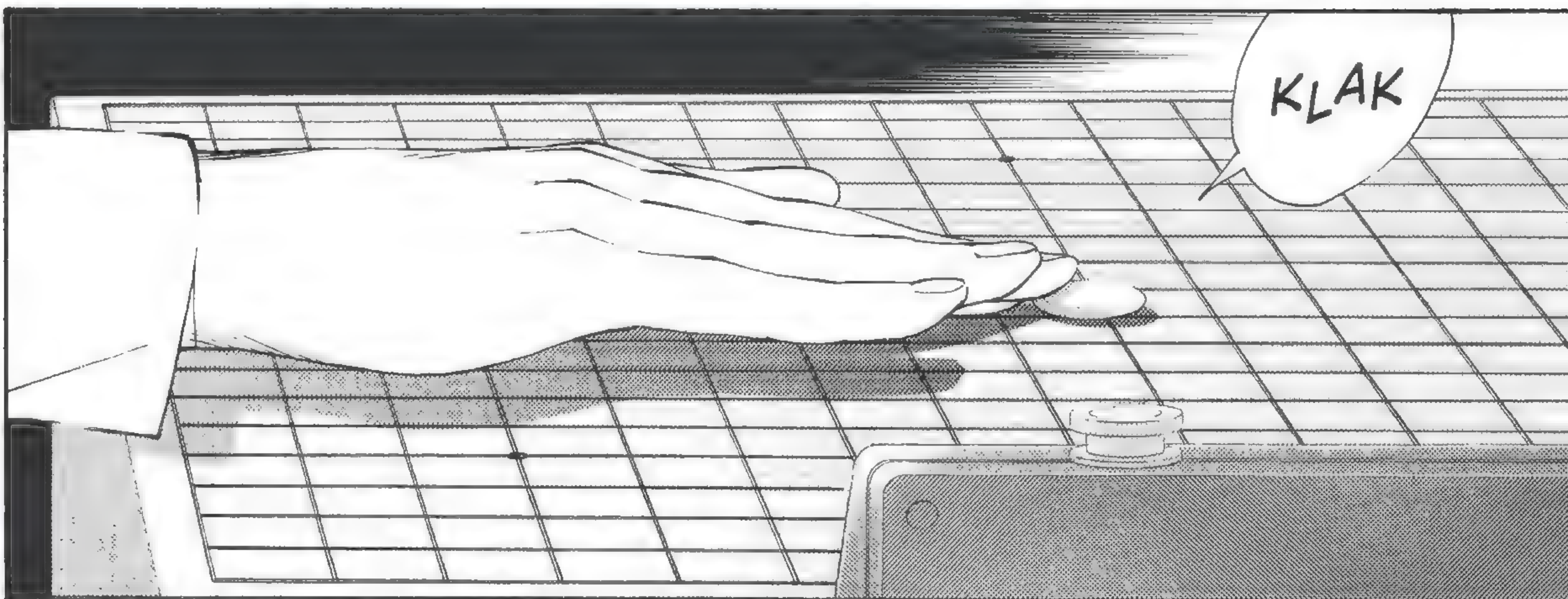
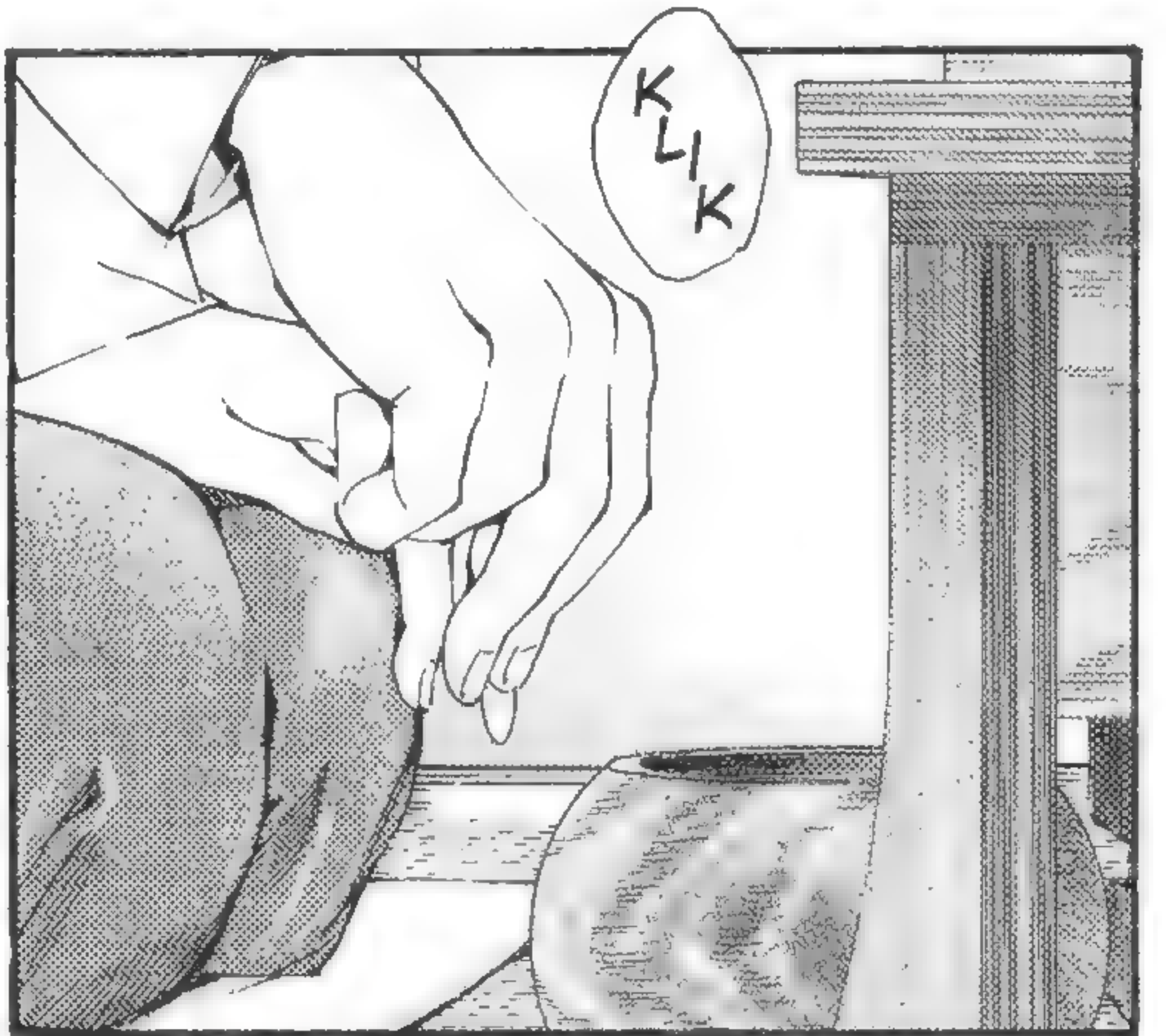
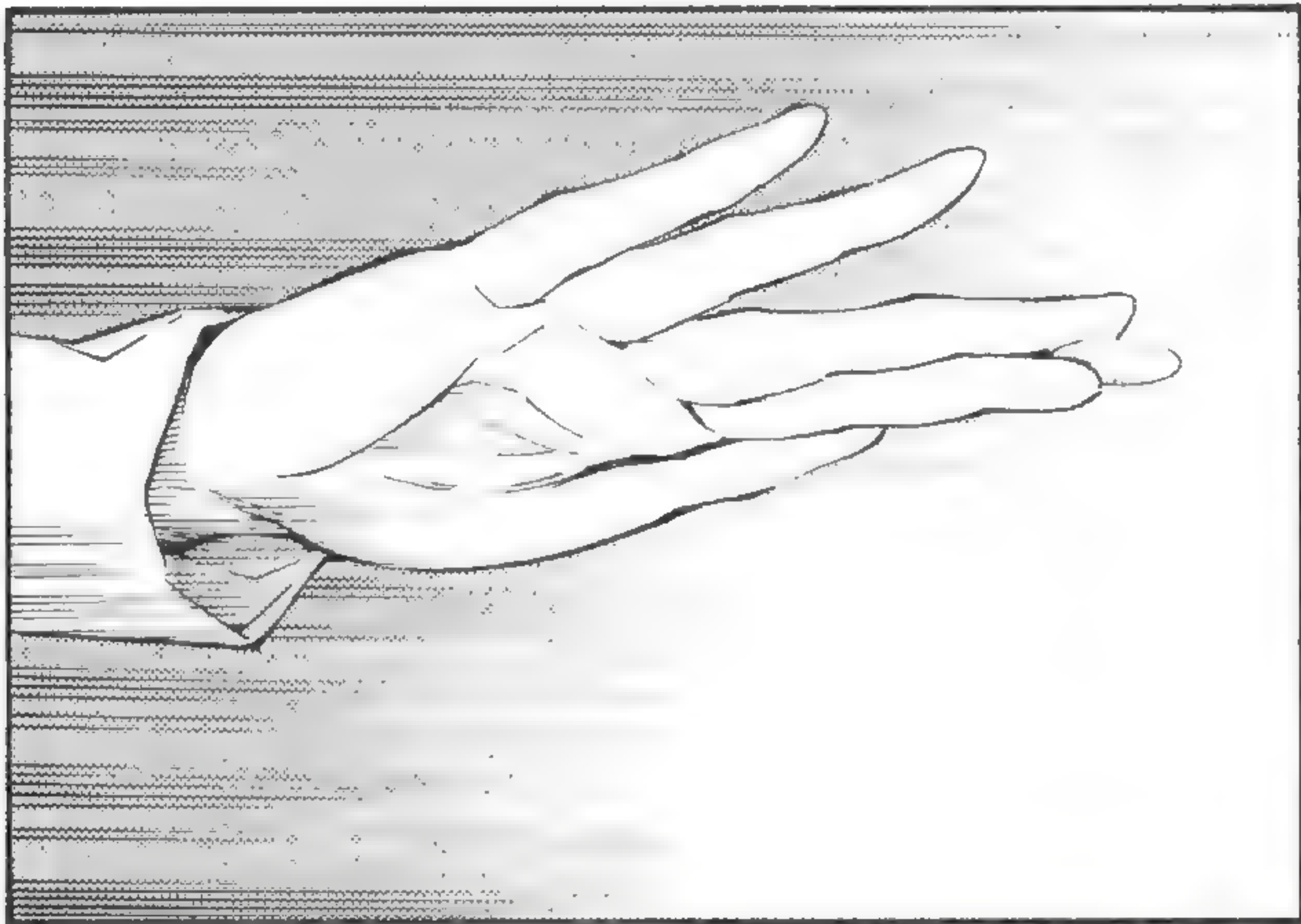
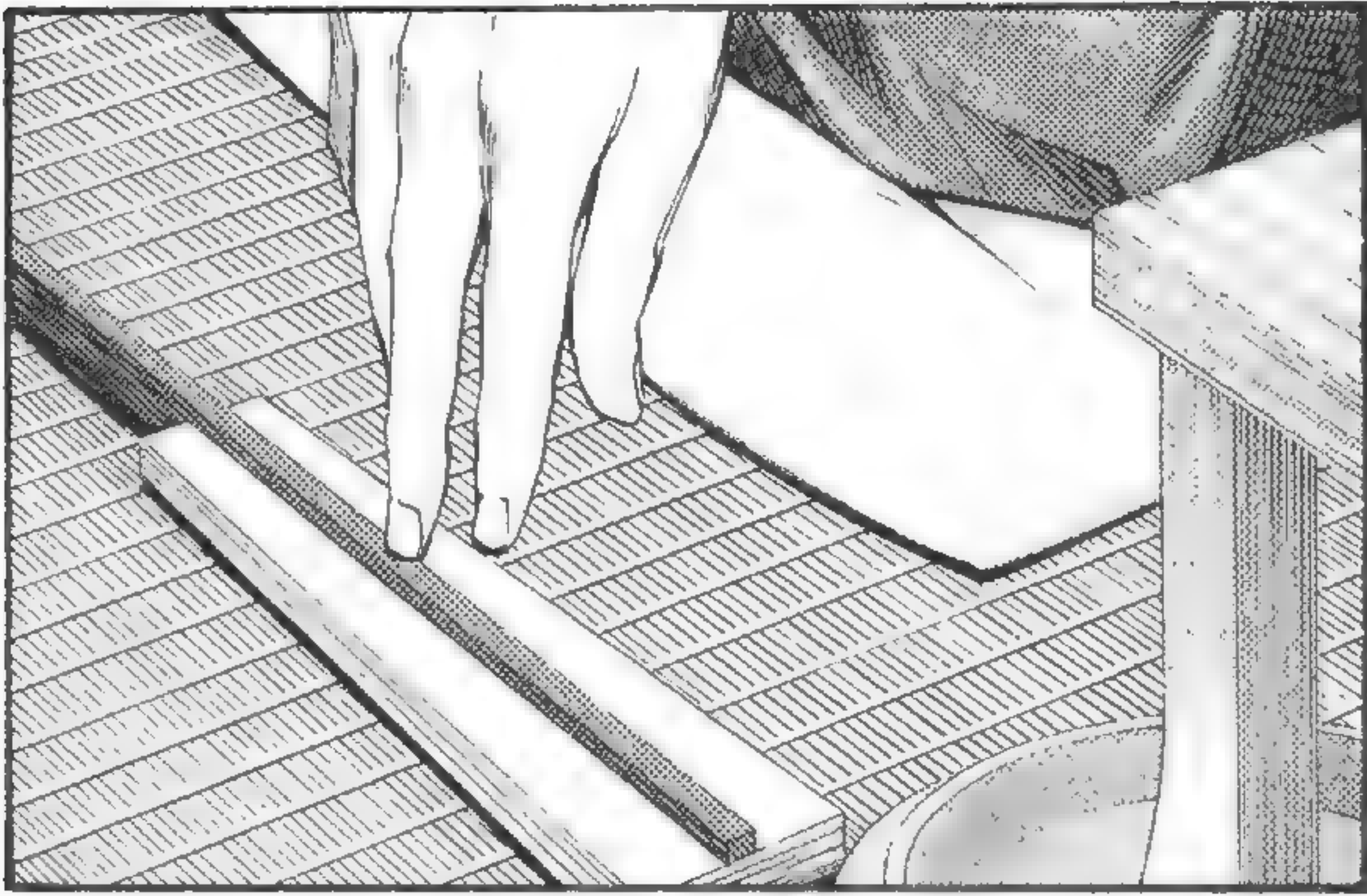




*A corner point five lines away from both edges.









A WORD ABOUT HIKARU NO GO

THE SYSTEM OF TOURNAMENT MATCHES ③

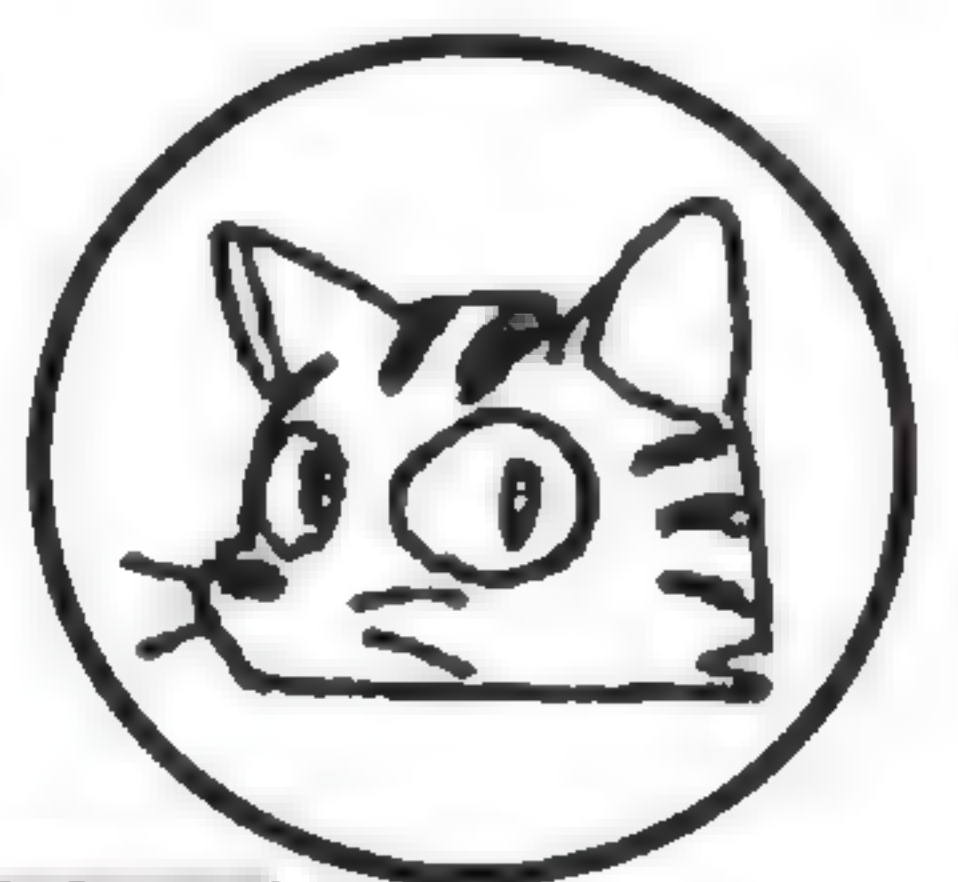


IN MANY TOURNAMENTS IT TAKES ABOUT A YEAR TO GO FROM THE FIRST ROUND TO THE FINALS. BUT WITH THE SEVEN MAJOR TITLES IT TAKES ABOUT A YEAR AND A HALF TO TWO YEARS. THAT'S WHY THE PRELIMINARIES FOR THE FOLLOWING YEAR'S TOURNAMENT (AS WELL AS THE ONE AFTER THAT) END UP HAPPENING AT THE SAME TIME AS THE CURRENT TOURNAMENT.

AND ALL THESE TOURNAMENTS HAPPEN CONCURRENTLY, WITH DIFFERENT SYSTEMS FOR THE PRELIMINARIES IN EACH ONE.

SO WHEN READERS ASK QUESTIONS LIKE:
"HOW DO THE TOURNAMENT PRELIMINARIES HAPPEN?"
OR
"WHAT ARE THE PLAYERS' MATCH SCHEDULES LIKE?"
I REPLY...

**"SORRY. IT'S BEYOND ME
TO EXPLAIN IT."** (HOTTA)





Game 165

“Tengen on the Second Move”



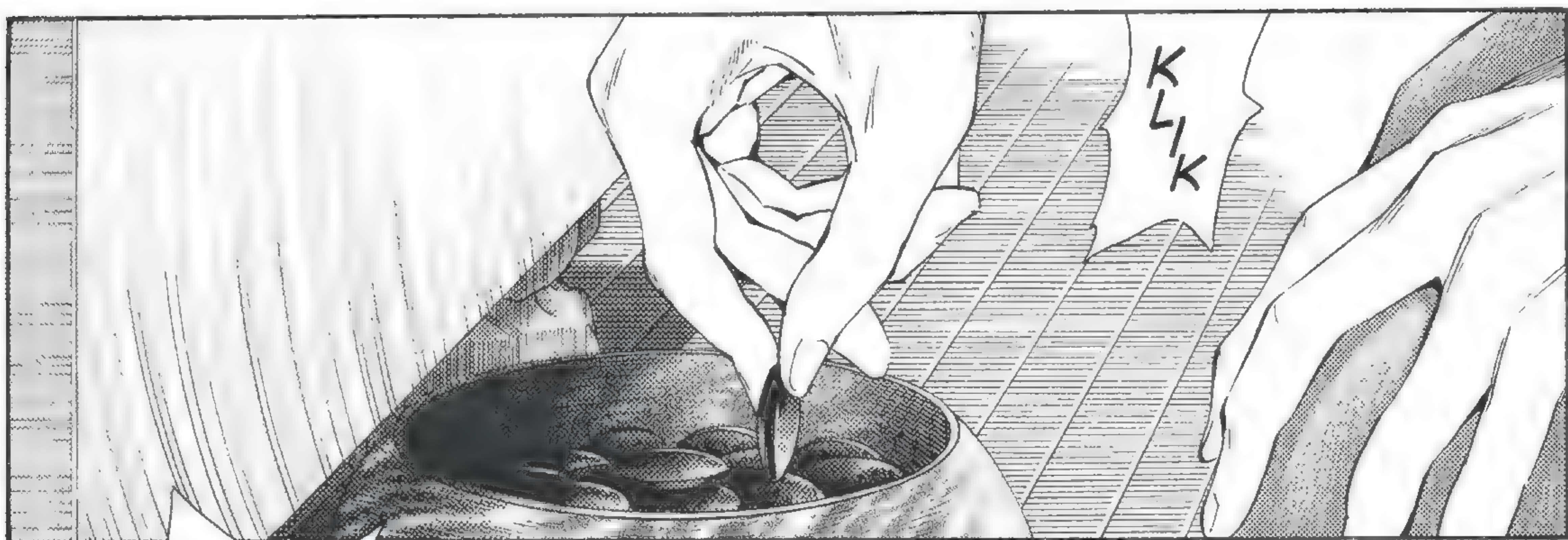
...ON THE
SECOND
MOVE!

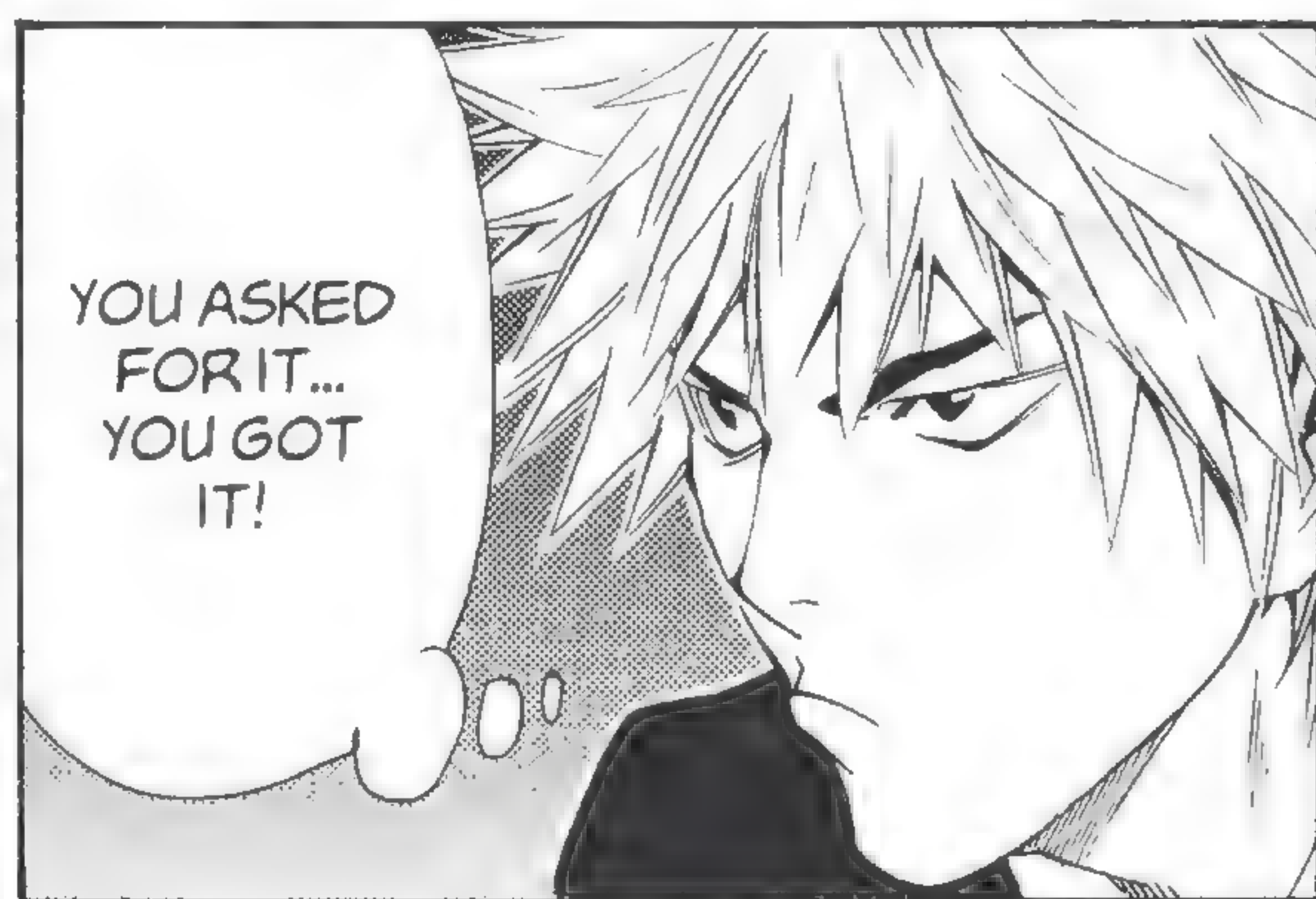
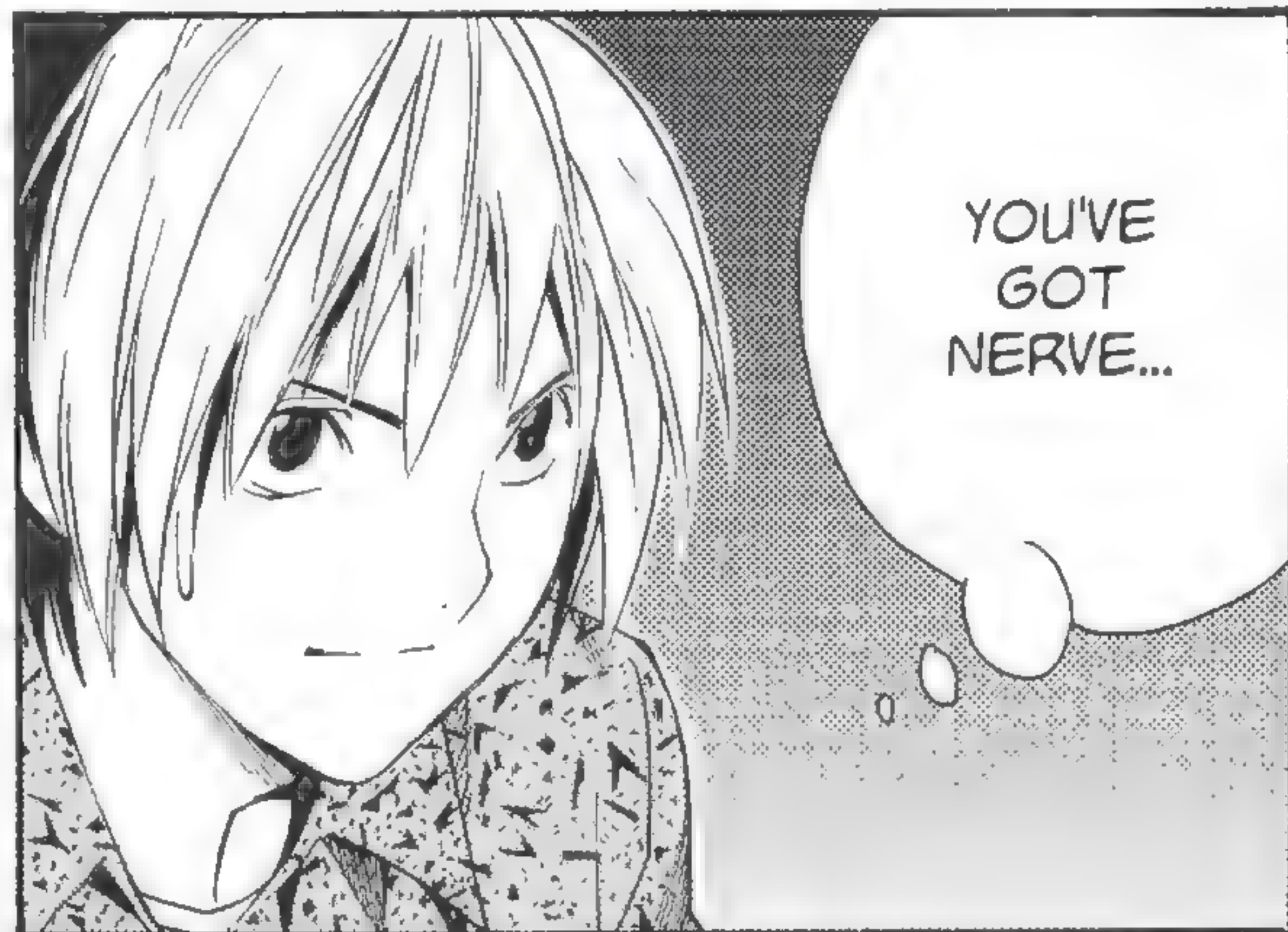


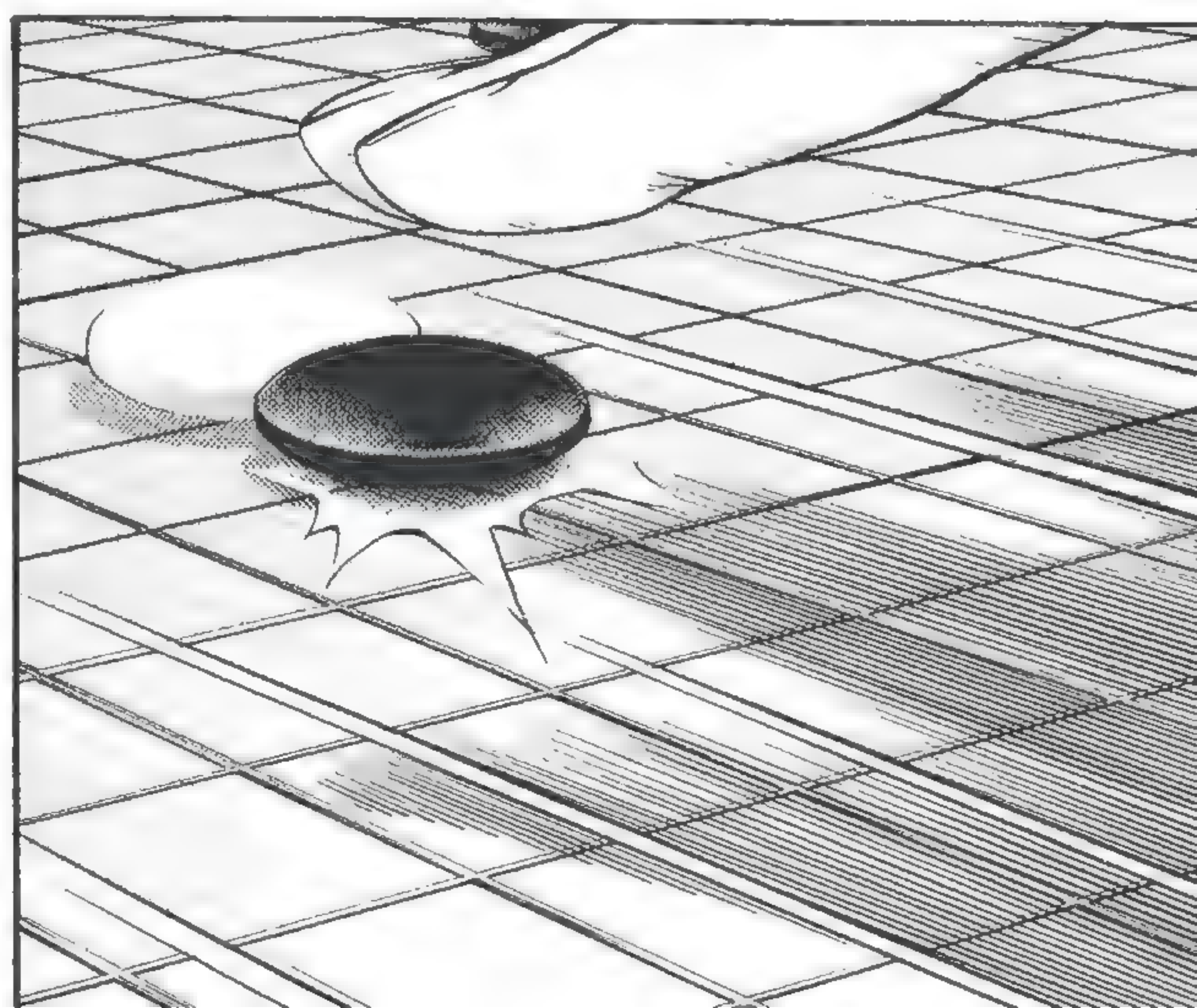
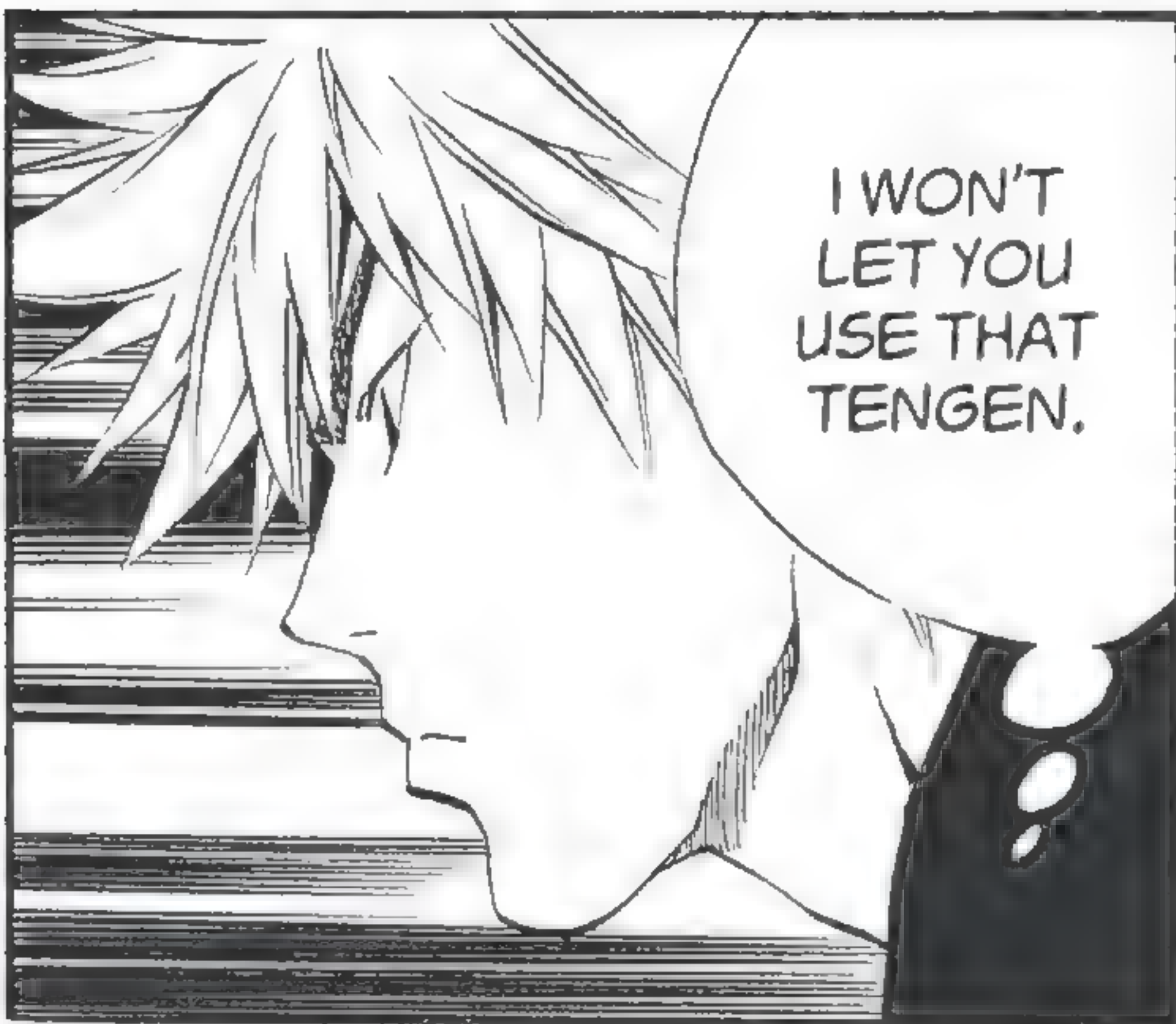
TENGEN...





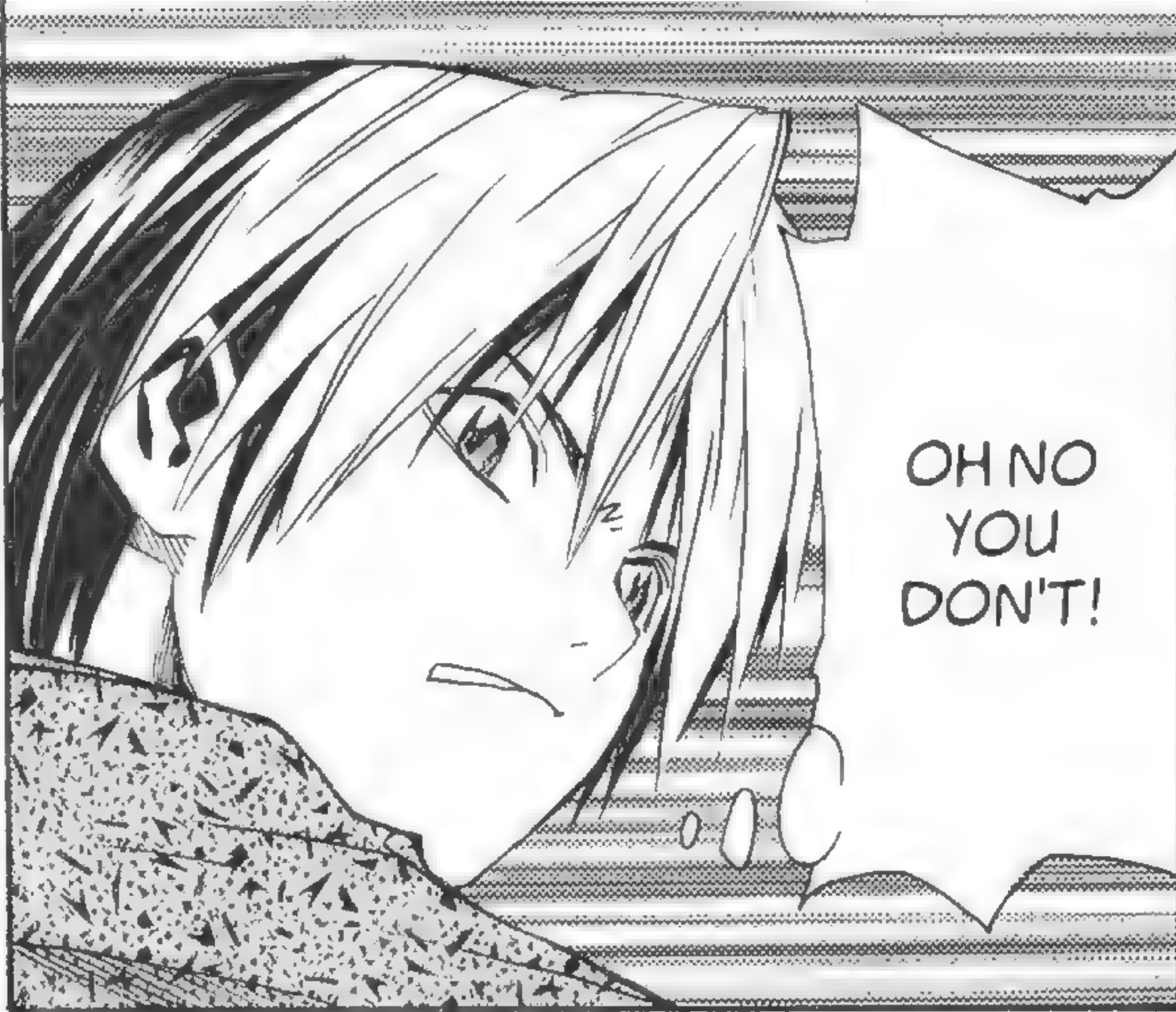




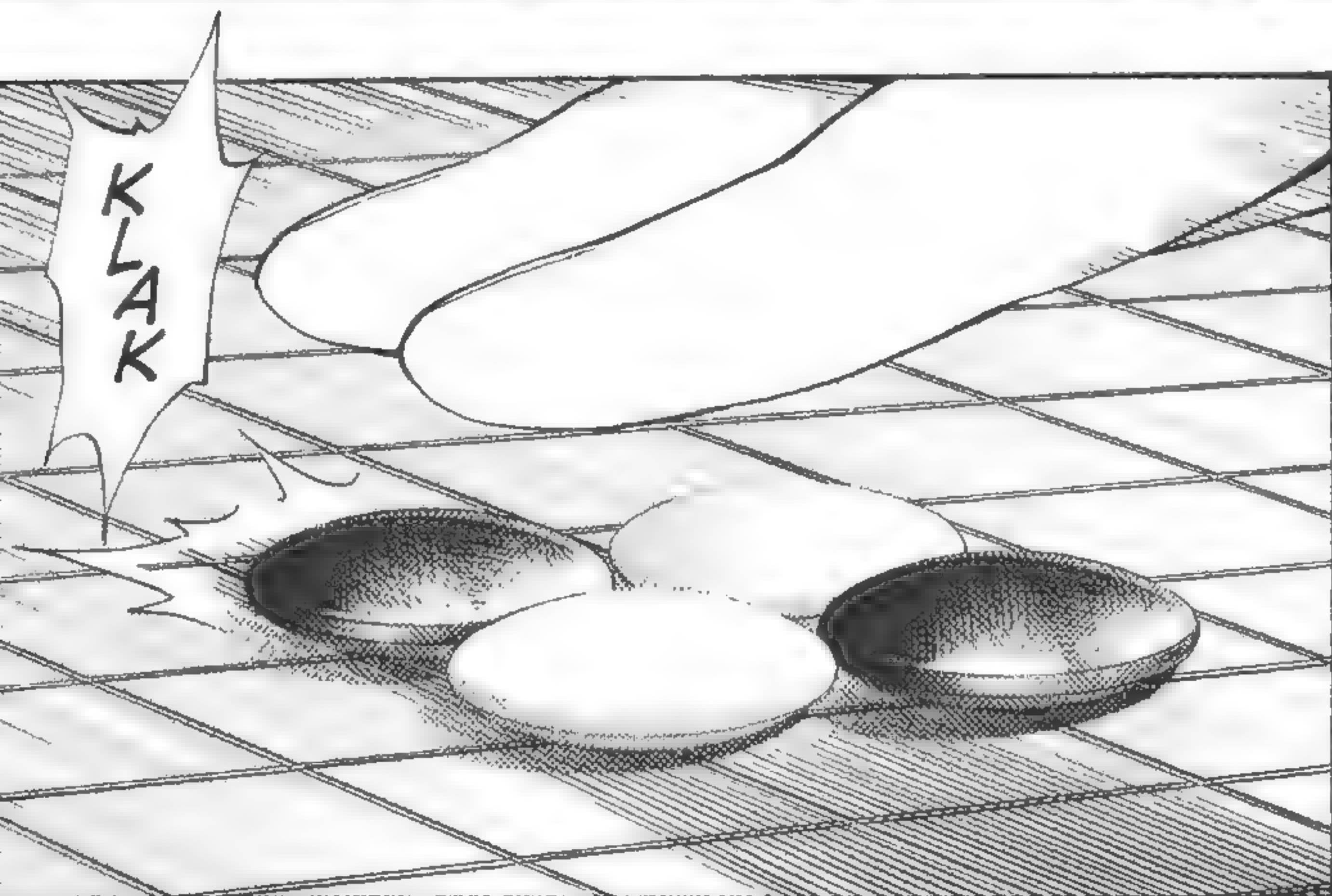




KLAK



OH NO
YOU
DON'T!



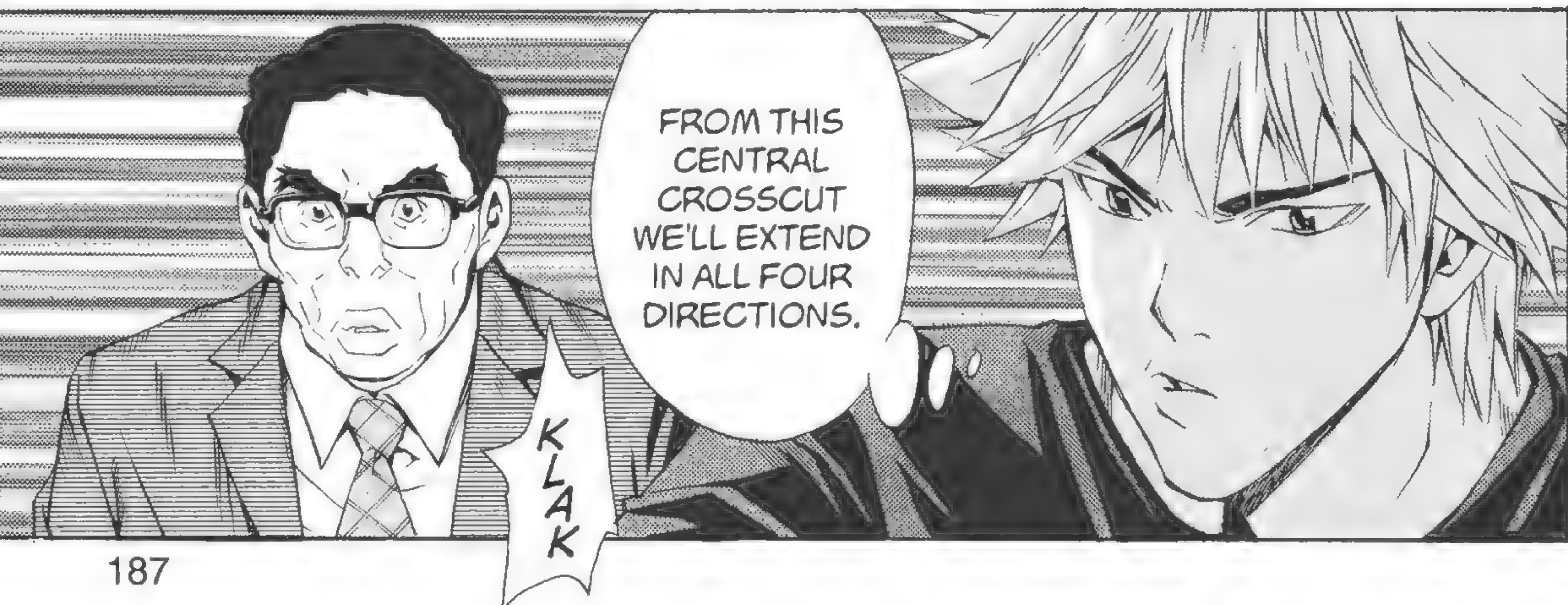
KLAK



OH NO
YOU
DON'T!

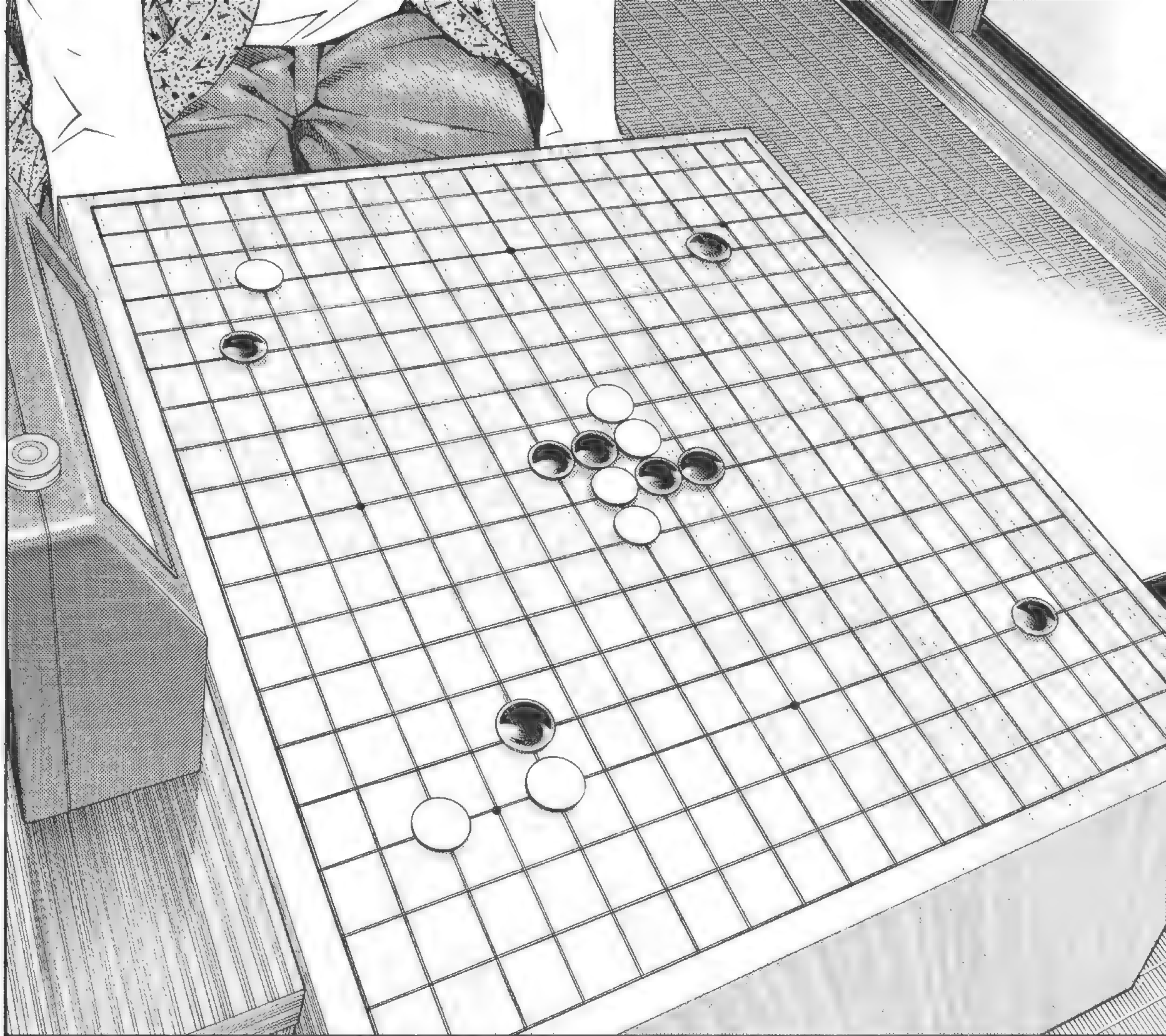


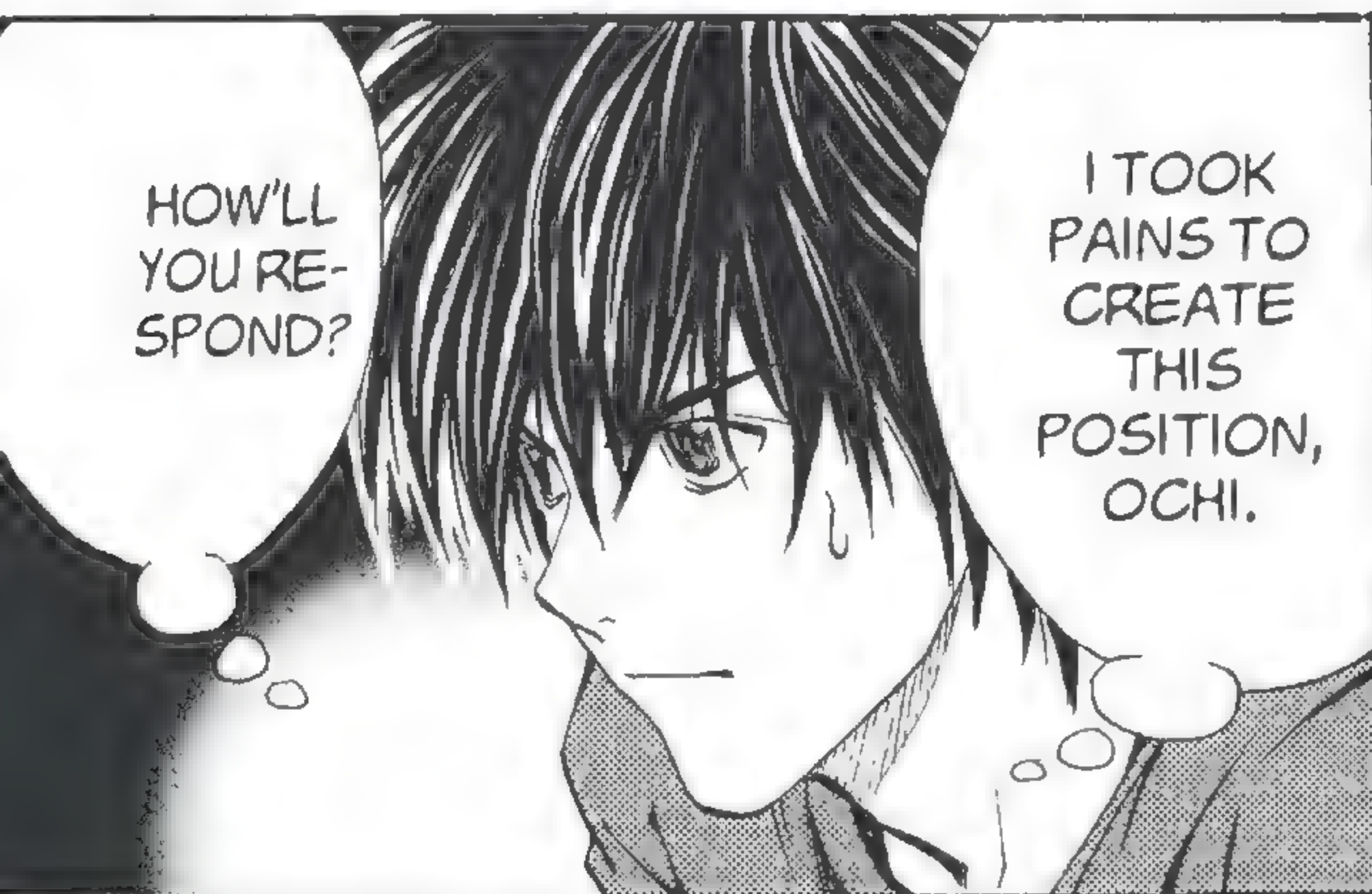
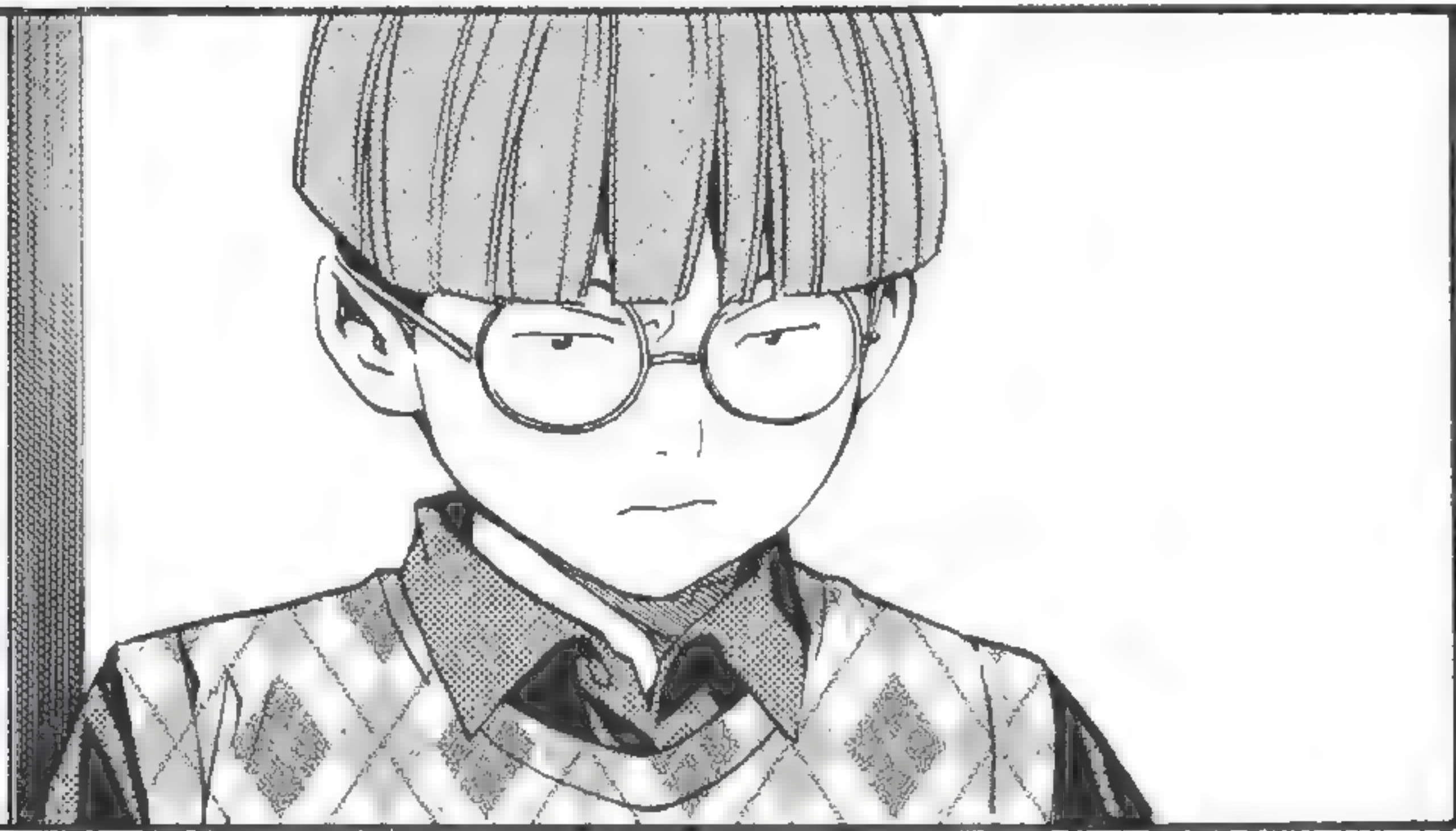
KLAK

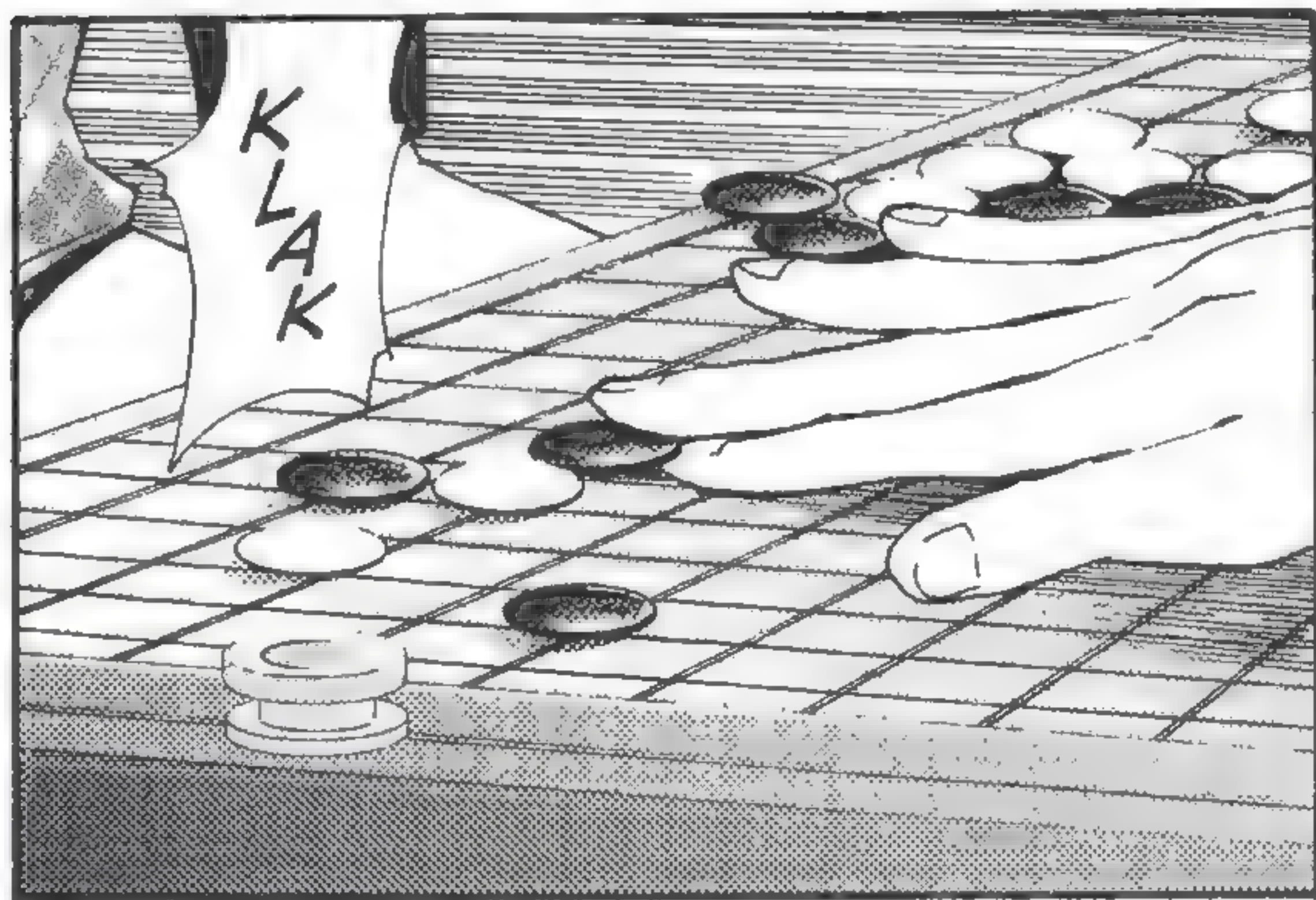


FROM THIS
CENTRAL
CROSSCUT
WE'LL EXTEND
IN ALL FOUR
DIRECTIONS.

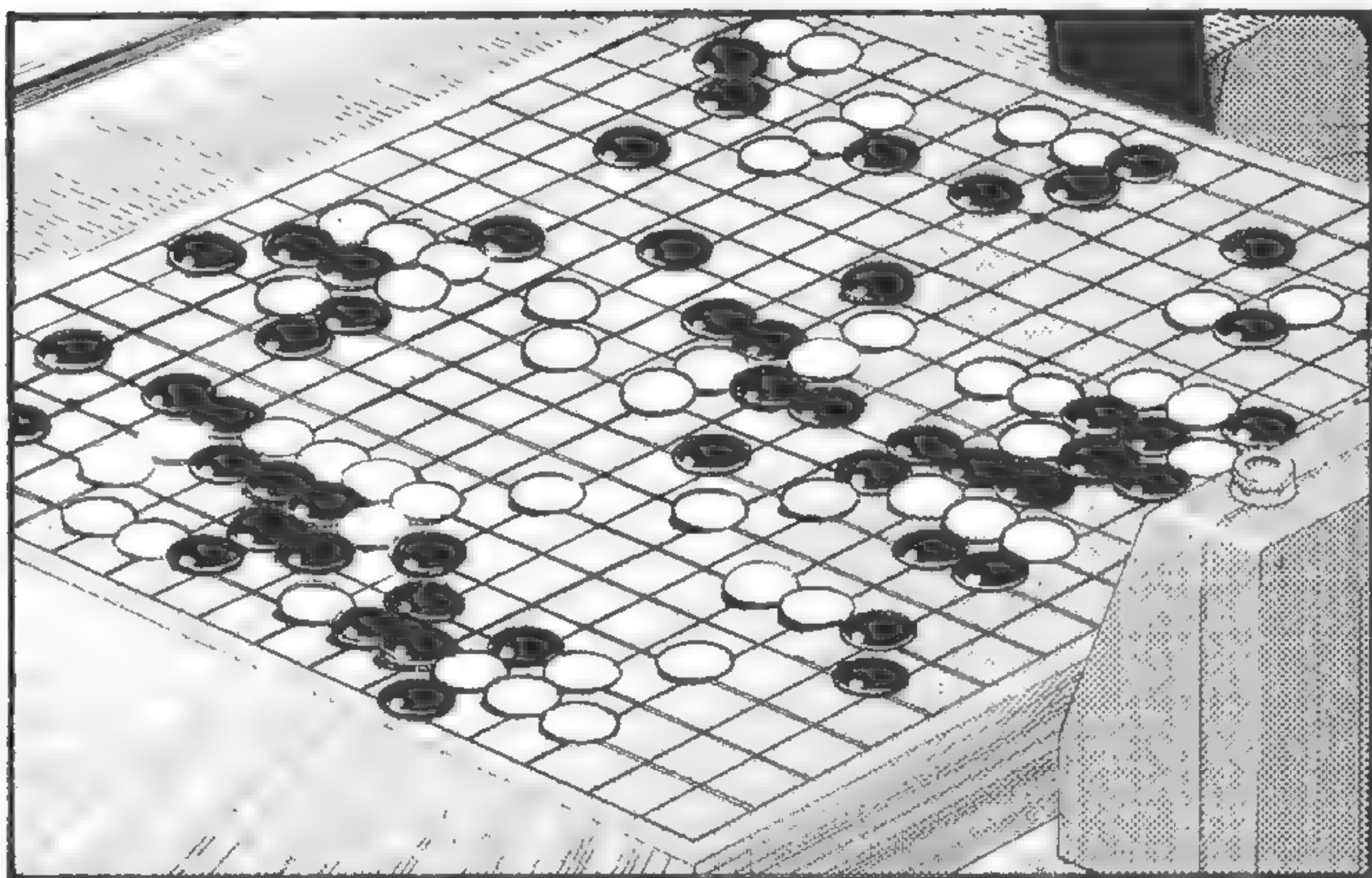
KLAK



















TOYA!



...WE'D SHOW
CHINA AND
KOREA
SOMETHING!



I'M TEAM
LEADER
FOR JAPAN,
BY THE WAY.

UH...
YEAH.



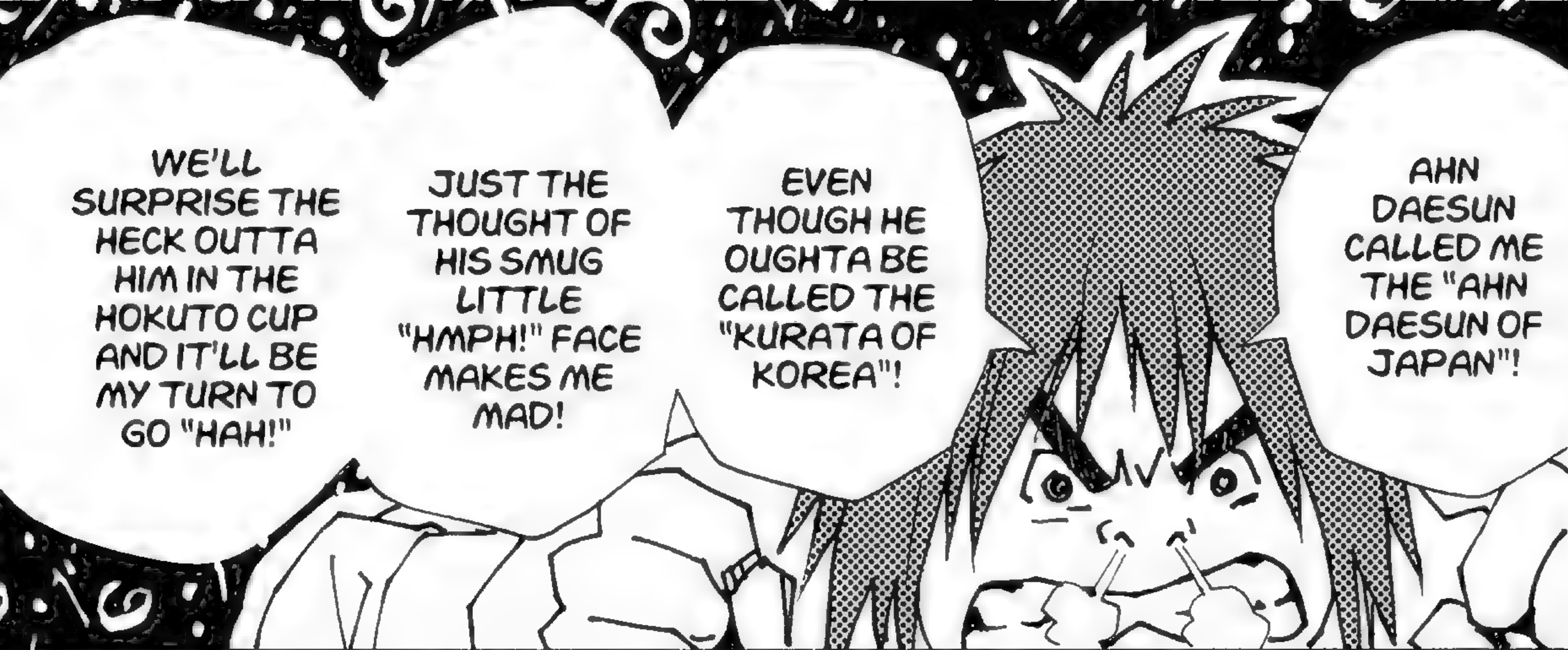
THE KOREAN TEAM
LEADER IS AHN DAESUN.
ONCE I KNEW THAT,
NO WAY I COULD
STAY QUIET!

YOU,
KURATA?



DID YOU COME
TO WATCH THE
QUALIFIERS FOR THE
HOKUTO CUP TEAM?

KURATA
!



WE'LL
SURPRISE THE
HECK OUTTA
HIM IN THE
HOKUTO CUP
AND IT'LL BE
MY TURN TO
GO "HAH!"

JUST THE
THOUGHT OF
HIS SMUG
LITTLE
"HMPH!" FACE
MAKES ME
MAD!

EVEN
THOUGH HE
OUGHTA BE
CALLED THE
"KURATA OF
KOREA"!

AHN
DAESUN
CALLED ME
THE "AHN
DAESUN OF
JAPAN"!



HE'S THE
CHAL-
LENGER
TO THE
TITLE.

...THAT KO YONG HA
IS NOW IN THE
MIDDLE OF FIVE
MATCHES FOR A
KOREAN TITLE
CALLED THE
"GUKSU"?



DON'T
YOU
LOSE!

YOU'LL
PROBABLY BE
UP AGAINST
THEIR
NUMBER ONE,
KO YONG HA!



DO YOU
KNOW,
KURATA...

...



I KNOW!
I'VE DONE MY
RESEARCH!

THAT'S WHY
I'M TELLING
YOU, TOYA...

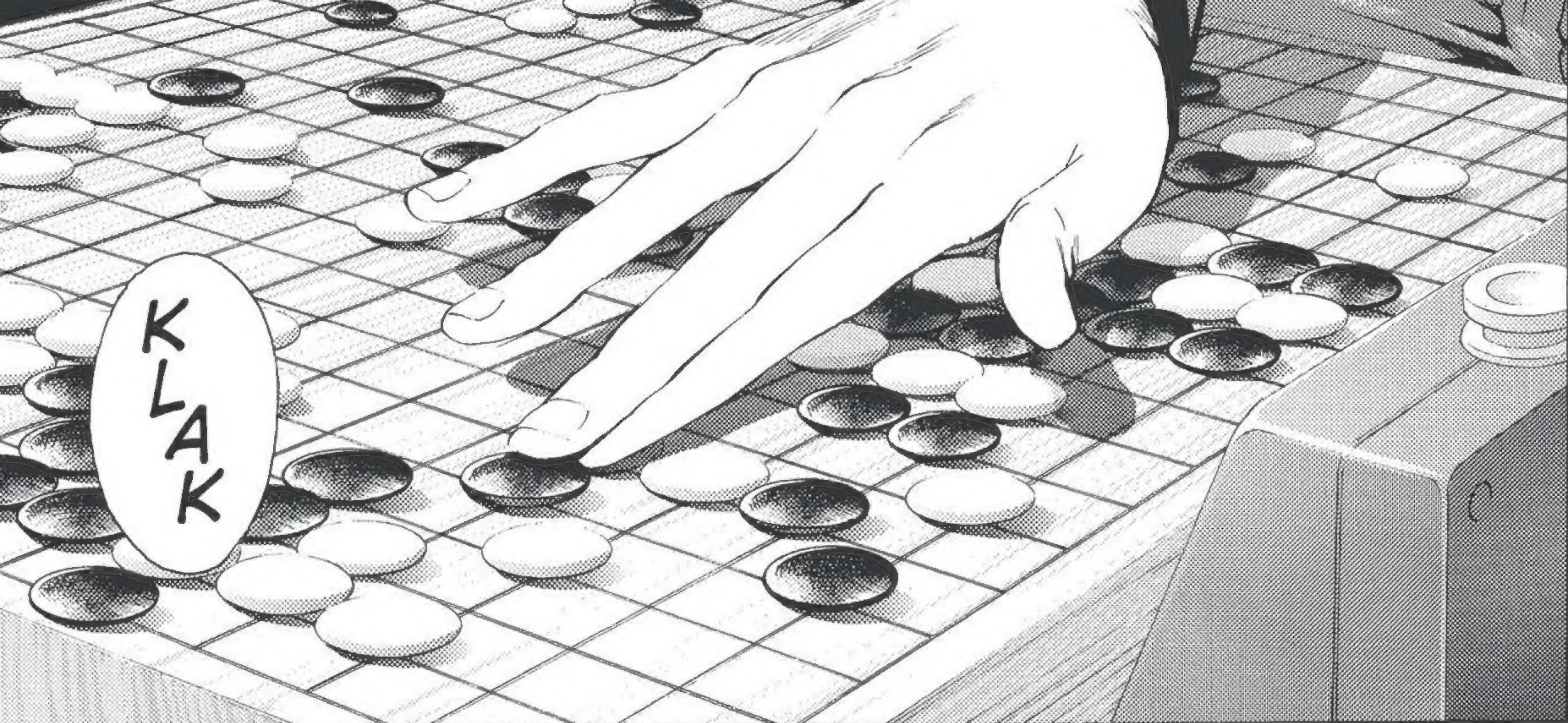


WHEN YOU SAY,
"DON'T YOU LOSE!"
I CAN'T JUST SAY,
"OH, OKAY."
HE'S NOT THAT
KIND OF
OPPONENT.









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